

ASTRO BOY



ASTRO BOY OMEGA FACTOR





The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Damien Waples

Project Editor: Tamar Foster

Sega is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are registered trademarks of Sega Corporation. © SEGA, 2004. All Rights Reserved. www.sega.com © 2004 Tezuka Productions/ Sony Pictures Entertainment (Japan) Inc. ASTRO BOY character and all related indicia: ™ or ® & © 2004 Tezuka Productions. All rights reserved. Distributed by Sony Pictures Television.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding licensing issues, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4599-9

Library of Congress Catalog Card Number: 2004105003

ASTRO BOY™

and Astro Boy™: Omega Factor

Prima's Official Strategy Guide

Eric Mylonas

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000

www.primagames.com



Contents

Prologue	2
PS2 Introduction	6
PS2 Walkthrough	10
Collect Card Locations	30
GBA Introduction	50
GBA Walkthrough	
Stage 1: Metro City	54
Stage 2: Cruciform Island	60
Stage 3: Astro vs. Atlas	66
Stage 4: Lord Dead Cross	70
Stage 5: Marine Express	72
Stage 6: Lost World	75
Stage 7: World's Strongest Robot	78
Grand Epilogue	83
Omega Factor Cheat Sheet	90
Extras	92
Epilogue	95

Prologue

In the Year 2000...



...so starts the familiar refrain that saw Astro Boy launched into the world, back at the dawn of the manga age (manga is the Japanese word for comics or comic books) sometime in the middle of the last century. One of the seminal creations in all of Japanese pop culture, this "boy wonder" has been likened to their Mickey Mouse—an icon transcending the flavor of the moment and, indeed, a creation that resonates even today in the Land of The Rising Sun.

With his 50th anniversary upon us, it only seems fitting that someone (that someone being Sega) would present an Astro Boy for the new millennium, based on the currently running animated series that is available in the West as well as Japan.



Before delving into two brand-new games, however, we'd thought we'd share with you some of the myriad manifestations of Astro Boy in both the West and in Japan, primarily in the form of toys, games, and other assorted interesting bits of info.



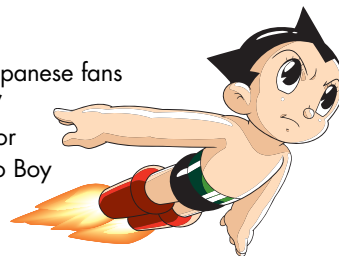
The Japanese Box Art for the newest Astro Boy games



"The God-King of Manga": Osamu Tezuka

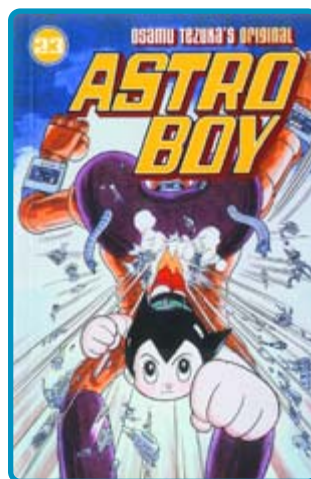
The Father of Astro Boy

Known by more than a few Japanese fans as "the God-King of Manga," Osamu Tezuka was the creator and driving force behind Astro Boy up until his untimely death in 1989 (from stomach cancer).



Almost single-handedly responsible for the amazing boom and longevity of the manga in Japan, which continues to the present day, his body of work spanned everything from children's comics to books of a more adult-oriented nature.

A prolific creator, Tezuka created scores of manga that drew from myriad settings, times, and places, and has had a powerful influence not only on his countrymen, but on the animation giants of the West.



The Astro Boy manga: Published by Dark Horse Manga in the West

TETSUWAN ATOM by Osamu Tezuka © 2004 by Tezuka Productions. All rights reserved. English translation rights arranged with Tezuka Productions. Dark Horse Manga is a trademark of Dark Horse Comics, Inc. Dark Horse Comics is a trademark of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.





Partial List of Works:

Jungle Emperor Leo (Kimba the White Lion): 1950
 Tetsuwan Atom (Astro Boy): 1952–1968
 Princess Knight: 1953
 Story of a Street Corner: 1962
 Memory: 1964
 Mermaid: 1964
 Ambassador Magma: 1965
 Drop: 1965
 W3 (Amazing 3): 1965
 Pictures at an Exhibition: 1966
 Dororo: 1967
 The Phoenix: 1967
 The Genesis: 1968
 One Thousand and One Nights: 1969
 Cleopatra: 1970
 Ode to Kirihito: 1970
 A History of Birdmen: 1971
 A Hundred Tales: 1971
 Ayako: 1972
 Black Jack: 1973
 Buddha: 1973
 MW: 1976
 Phoenix 2772 (Space Firebird): 1980
 A Tree in the Sun: 1981
 Tell Adolph: 1983
 Jumping: 1984
 Broken Down Film: 1985
 Legend of the Forest: 1987
 Ludwig B.: 1987
 Murasama: 1987
 Push: 1987
 Neo Faust: 1988
 Self-portrait: 1988

Astro Boy™ Episode List

Episode #	Original Air Date	Episode Title
1	17-Jan-2004	<i>Power Up!</i>
2	24-Jan-2004	<i>Rocket Ball</i>
3	31-Jan-2004	<i>Atlas (Part 1 of 2)</i>
4	07-Feb-2004	<i>Astro vs. Atlas (Part 2 of 2)</i>
5	10-Mar-2004	<i>Destination Deimos</i>
6	11-Mar-2004	<i>Into Thin Air</i>
7	15-Mar-2004	<i>Rainbow Canyon</i>
8	22-Mar-2004	<i>Franken</i>
9	23-Mar-2004	<i>Venus Robots</i>
10	24-Mar-2004	<i>Reviving Jumbo</i>
11	22-Mar-2004	<i>Robot Hunters</i>
12	19-Apr-2004	<i>The Rise of Pluto (Part 1 of 2)</i>
13	20-Apr-2004	<i>Fall of Acheron (Part 2 of 2)</i>
14	22-Apr-2004	<i>Deep City</i>
15	23-Apr-2004	<i>The Blue Knight</i>
16	26-Apr-2004	<i>Hydra-Jacked</i>
17	27-Apr-2004	<i>Astro In Outland</i>
18	29-Apr-2004	<i>Geo Raider</i>
19	30-Apr-2004	<i>The Secret of Blue Knight</i>
20	19-Jun-2004	<i>Dragon Lake</i>

Immortalized in Plastic



A couple of the new Astro Boy toys from Bandai America.

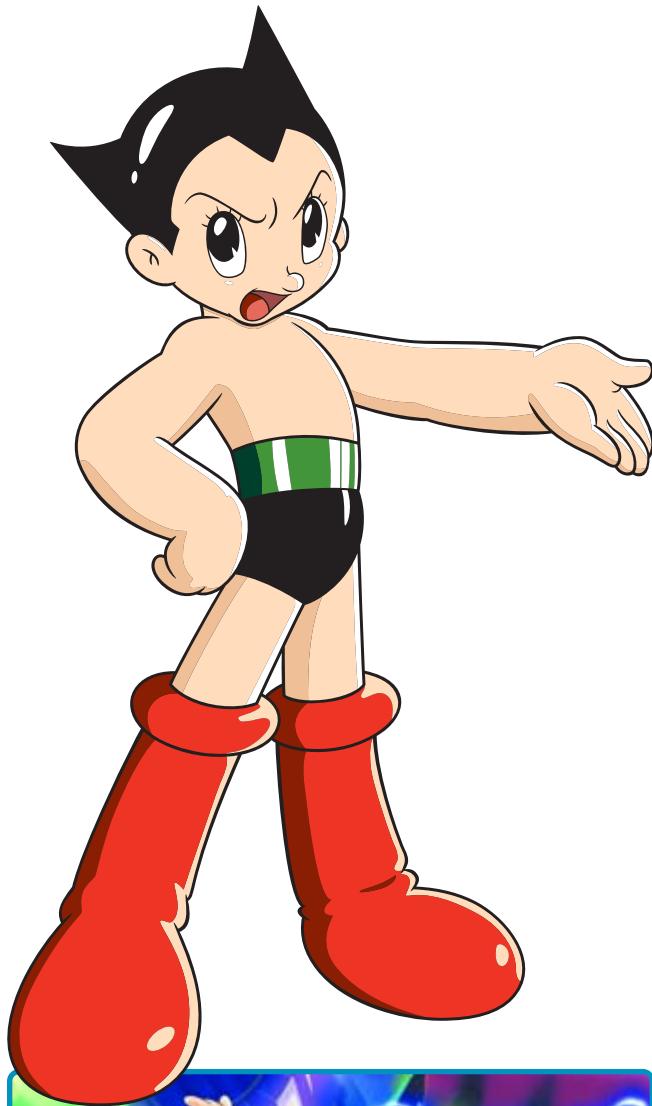


If there's one thing any pop cultural icon can count on it's having a veritable legion of licensed merchandise bearing his or her likeness—and Astro is no exception.

Cups, T-shirts, toys, comics, games—the list goes on and on. The sheer number of toys alone, in all shapes and sizes, from all manner of materials (from humble plastic to zinc-laden die-cast), are staggering in number. They're pretty neat-o trinkets to have scattered about the work area or play room, too.

Up until, recently, however all of the aforementioned goods were only available to avid Japanese collectors but, thanks to Bandai America, U.S. Astro Boy fans can add a legion of all-new plastic playmates to their burgeoning toy collections.

Best of all, there's even an 11" version of Astro Boy with full light-up action for the Astro fan that simply has to have it all!



Astro Boy Video Games: Pre-2003

While you'd be forgiven for not knowing it (after all, they never made it out of Japan), the two newest *Astro Boy* games are not the first. Previously there was the 8-bit game by Konami and a 16-bit iteration by developer Zamuse (who also coded a fairly impressive *Macross* title on the same platform).

Both titles are action platforming games and, at least conceptually, share some similarity to the Game Boy Advance game that you may be holding in your hands this very moment.

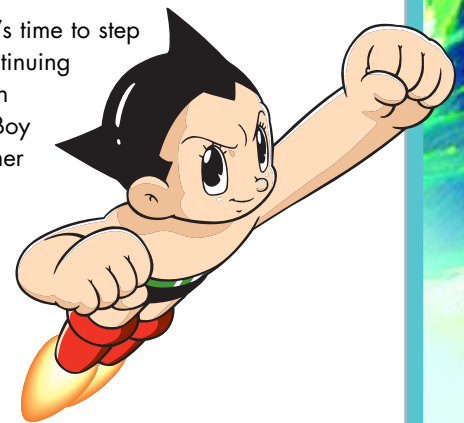


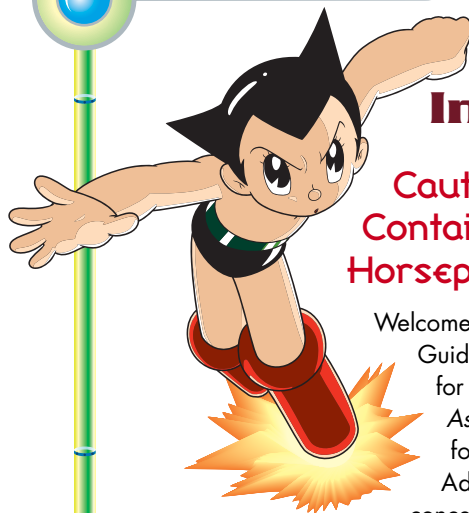
NOTE

While it may be tricky to track down, with a little digging, it's possible to find the earliest animated adventures of Astro Boy in a wide variety of video formats from VHS to DVD to Video CD.

A New Day Dawns

But enough of the past—it's time to step into the future and the continuing adventures of *Astro Boy* on PlayStation 2 and Game Boy Advance. So, without further ado, turn the page....





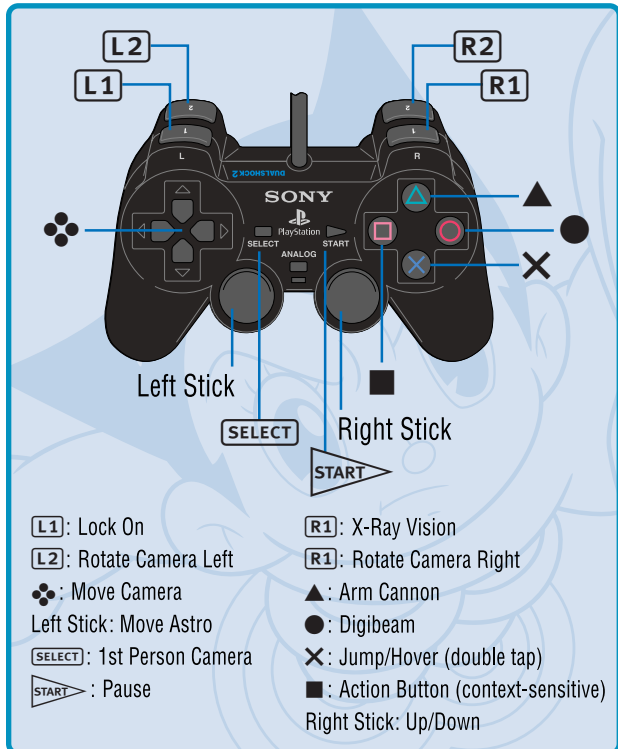
PS2 Introduction

Caution: This Guide Contains 100,000 Horsepower!

Welcome to Prima's Official Game Guide for Sega's *Astro Boy™*, for Sony's PlayStation®2, and *Astro Boy™: Omega Factor*, for Nintendo's Game Boy® Advance. This section will concentrate on the PlayStation 2

version of the game (for Game Boy Advance, please see page 50). Herein you'll find all the info you need to break down, rip apart, and unearth all the juicy nuggets packed into both games. So, without further ado, prime those rocket feet and let's fly away!

The Controls (PS2)



The Basics

In *Astro Boy* on PS2, you'll find your activities divided up into three primary activities: flying, fighting, and card collecting. While you'll need to fight and fly to see the end of the game, the cards are additional quests that are *not* required to clear it. However, you'd be missing a *huge* portion of the game if you skipped entirely over the latter aspect.

Flying



As might be expected, flying is one of the things *Astro Boy* does best. Simply tap **✕** twice in succession and Astro will launch himself into the air, hovering in place.



From there, use the left and right analog sticks to send him capering across the sky, flames licking his fire-proof feet.

Generally, a lot more time will be spent in the air than on the ground throughout the main part of *Astro Boy's* adventures, so take some time at the outset to get familiar with the controls.

Fighting



It wouldn't be much of a video game about a super-powered robotic boy taking on a bunch of mechanical bad guys if you didn't engage in a good brawl every so often, but *Astro Boy* delivers in spades.



In addition to a fairly basic punch attack (press ■ while in close to an enemy), Astro Boy will gradually gain access to new powers and abilities such as the Digibeam (accessed via ●) and the Arm Cannon (accessed via ▲).

His most indispensable attack, however, is the Spin Attack. To accomplish this, move far enough away from a foe that the lock-on reticule (the image that keeps Astro tracking a particular enemy) is yellow. From there, hold ■ and he'll launch himself, fist-first, repeatedly careening off the metallic hide of whichever unlucky foe he's currently targeting.

Collecting Cards



There are 85 cards to collect in *Astro Boy* and, like real collector cards, some are easier to come by than others. Further, they're split into two categories: characters and scenes.

The character cards display a bio and 3-D model (from the game) and allow you to manipulate it in various and sundry ways. As soon as you meet Zoran for the first time, you'll have in your possession the Astro card, so be sure to check that out.

The scene cards display a key moment from the animated television show, replete with a brief description of what is being depicted.

The bulk of *Astro Boy* requires the collecting of these cards to really get the most from the game, as the main adventure is fairly brief. So in between bouts with Pluto, Atlas and co., be sure to concentrate on gathering these up.

One thing to be aware of, however: in every case, it is *not* possible to collect all the cards on a given level until access is gained to the full range of Astro's powers. So, if a sticking point is reached, there's a good chance he lacks the required ability—coming back later might just remedy the situation.

Tips, Notes, and Cautions



TIP

A **Tip** imparts some useful bit of information that might help the player past a sticking point, but generally isn't necessary to complete a portion of the game. Think of them as ways to take the game to the next level of fun and excitement.



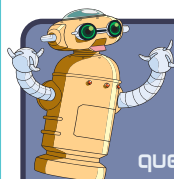
NOTE

Notes are handy bits of information that might take the form of a reminder that the player may have to come back later to fulfill a quest or perhaps point out a location of note for future reference. They can also simply be signposts that alert the player to interesting bits of *Astro Boy*-related information.



CAUTION

Ignoring a **Tip** and **Note** rarely proves disastrous, but ignoring a well-placed **Caution** can only lead to loss of life or limb for your gaming alter-ego. To that end, it's always suggested that each and every one of them be followed as it's never pleasant to, say, walk into an ambush when someone had already called ahead to warn about it.

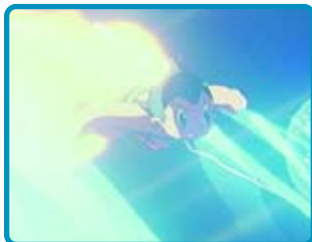
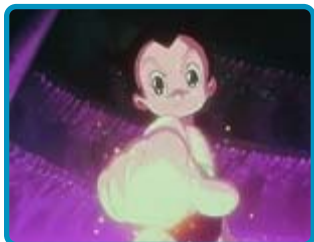


Nora's Trivia Challenge

Sprinkled throughout the walkthroughs for both games are a series of trivia questions based on *Astro Boy* and other creations of legendary illustrator Osamu Tezuka. There are no prizes awarded for getting all the correct answers other than the satisfaction (and fun) you'll get from answering them. The answer key can be found in the back of the guide.

The Principal Players

Astro



The reluctant hero of our story, Astro Boy is the creation of the evil Dr. Tenma. Originally intended to take the place of his son, Tobio, who died in a terrible accident, Astro eventually comes into the possession of Dr. O'Shay who

gradually grows to love him as his own son. Featuring a staggering array of powers and a heart of pure gold, Astro's only goal in life is to see that humans and robots live together in peace and harmony—a goal that proves elusive at nearly every turn. Beyond his staggering super powers, however, Astro also has something that no other robot possesses: Kokoro. Essentially this means he has all the hallmarks of a human being: heart, spirit, intelligence, and above all, emotions. Due to this, Astro always makes it a point to attempt to reason with enemies before resorting to force.



Dr. O'Shay



The head of the storied Ministry of Science, Dr. O'Shay is responsible for reactivating Astro after he met a cruel fate at the hands of his original creator, Dr. Tenma (who was also the original head of the Ministry). A loving and caring individual, he imparts his belief that man and machine can live in peace and harmony to his son Astro and his daughter Zoran. Under his guiding hands, the Ministry itself becomes a beacon and refuge for robots suffering from the intolerance of not only humans, but their own kind that want nothing more than the total domination of robots over humanity.



Dr. Tenma



Dr. Tenma wasn't always dedicated to the subjugation of mankind at the hands of robots. However, the death of his only son, Tobio, worked a great change in the man,

leading him to destroy the Ministry of Science and embark upon a life driven only by his misplaced sense of revenge. Creating Astro to aid in the loss of his son (more directly as a replacement), when Astro couldn't help but not live up to Tenma's ideals he was discarded. Dr. Tenma then moved on to much more evil purposes. Sought out for his keen ability to create robots beyond the knowledge of the vast majority of scientists, Dr. Tenma's creations menace Astro and his friends at nearly every turn. He is driven to these dark deeds in an attempt to assert his dominion over all he surveys, whether it is human or robotic life.

Atlas



Atlas' story is, in many ways, similar to Astro's, but with one key difference: Atlas never had access to a loving father like Dr. O'Shay to steer him in the proper direction. As a result, Atlas came under the sway of Dr. Tenma. Poisoned by the rogue scientist's vendetta against the world, Atlas is now a very powerful pawn traveling a dark and stormy path, forever destined to clash head-on with Astro at nearly every turn—will he ever see the world in a different light?

Zoran

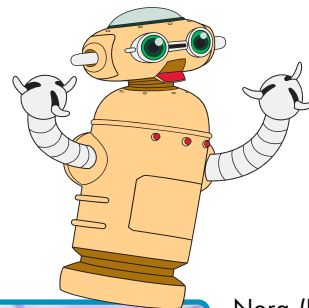


Zoran is Astro's exuberant little sister. Like her brother, she shares many of his wondrous powers including super-human strength (however, unlike Astro, she only has 50,000 horsepower under the hood). Unlike her older sibling, however, she does have one power he lacks: the ability to communicate with animals on an intuitive level. While more given to whimsical pursuits, she has a surprising knack at getting herself into situations that require her elder brother's aid.

Yuko



Yuko is Dr. O'Shay's professional assistant and is at the good doctor's every beck and call, keeping him organized and on schedule. Given that, it's not surprising that, in most cases, Yuko is the one giving out Astro's various missions throughout the course of his PS2 adventures while the doctor concentrates on more mysterious pursuits. Yuko has a helper, Momo, that serves in the capacity of a walking, squawking personal computer.



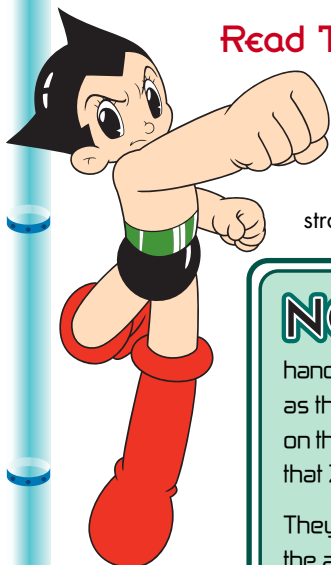
Nora



Nora (Nanny Organizer Robotic Android) is Astro and Zoran's "nanny" of sorts. Easily flustered, Nora is constantly winging to and fro, trying to keep track of her irritated charges. A task which, unsurprisingly, the yellow-hued robot finds more than a bit daunting. Nora serves as a save point in *Astro Boy*.

PS2 Walkthrough

Read This First!



Herein you'll find a complete walkthrough for the PS2 version of *Astro Boy*. This will take the player from start to finish, offering tips and strategies to best accomplish that goal.

NOTE

This chapter is designed to work hand-in-hand with the following chapter, as this section contains **no** information on the locations of the "Character Cards" that Zoran implores Astro to collect.

They are featured separately because the abilities required to collect them in their entirety are not earned until late in the game. Turning to that chapter would be best after completing Sequence 9.

So, without further ado, let's help Astro save the world from the vile machinations of Dr. Tenma and his robotic army....

Sequence 1: Getting Started



As the game opens, Astro will find himself in the Director's Office of the Ministry of Science. After wrapping up a fairly lengthy conversation with Nora (press **START** to skip), head to the doorway on the left and take a quick ride to the roof.

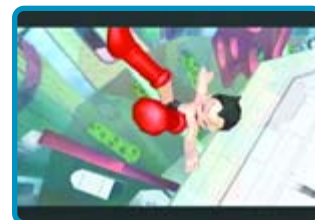
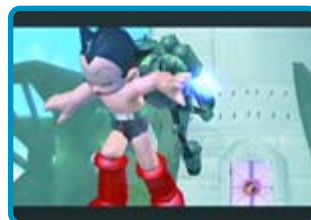


Upon exiting, Astro will spy a small flock of yellow birds. Dash over and take a closer look.

As the birds scatter, a quintet of robots with ill-intent will spring up around Astro challenging him to a fight. It doesn't seem as if there are many other options.



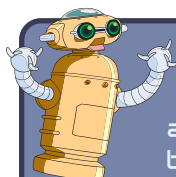
The battle joined, simply lock-on to the nearest foe by tapping **[L1]** once, then keep striking **[X]** until every enemy is eliminated.



Uh-oh! A brief mis-step and Astro is plunging straight for the ground. But what's this? Astro *can* fly? Alright!



Winging in an aircar, Dr. O'Shay has a set of rings arranged around the Ministry and Astro must fly through them. Simply lock-on, and have him carefully pick his way through to complete the task.



Nora's Trivia Challenge #1

Who created Astro Boy?

- a. Yuji Naka
- b. Osamu Tezuka
- c. Walt Disney



Now that he can fly, it's time to take Astro Home. As per Dr. O'Shay's suggestion, there he'll meet up with Zoran and let her know that everything's alright after the previous fight-and-fall.

The flashing point on the map is where Home lays, so tap **X** twice and point Astro in that direction until he comes upon the pink tunnel that leads Home.



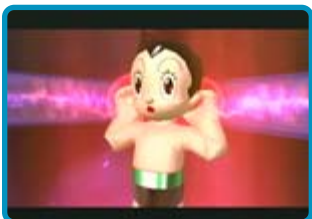
After touching down, Astro can meander about the park-like surroundings of his Home. Head inside to speak with Zoran.

After talking with her once, speak to her again and she'll show Astro her card collection which, at this moment, only contains one: Astro.



NOTE

As was mentioned, the vast bulk of the card collecting is best accomplished later in the game when whole areas can be cleared virtually in one fell swoop. For reference, this occurs, optimally, after the completion of Sequence 9.



Head back outside, and fly straight up to head back to Metro City—but not before Astro develops Supersonic Hearing!

NOTE

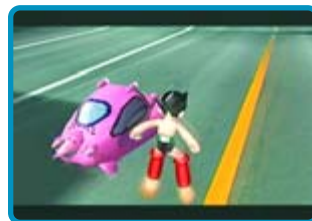
At this point you'll be able to record your progress to a memory card. Do so, then it's onward and upward, rockets blazing.

Sequence 2: Magnamite Attacks



Just as Astro makes his way back to Metro City, Yuko breaks in with information that Dr. O'Shay has gone missing. Worse yet, the city power supply, Magnamite, has gone berserk and only Astro can save the day.

Locate the flashing point on the map to the lower right and point Astro in its direction. The Bay Area is reached via the *Blue* tunnel.



Upon reaching the Bay Area, Astro discovers that Magnamite has Dr. O'Shay in his grasp! He'll have to defeat him if he wants to free the good doctor from his tentacle-grasp.



Nora's Trivia Challenge #2

In what decade did Astro Boy first debut on American TV?

- a. 40s
- b. 60s
- c. 90s



First Astro will have to defeat a number of tentacles sprouting from the ground. Rush in and lock-on to the nearest, then repeatedly Spin Attack (keep holding **■**) until the **Grab!** icon appears in the lower left. Rush in and hit **■** to grab the tentacle, then yank it until it breaks.

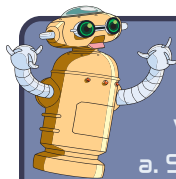
Astro will have to repeat this process six times, before really facing down Magnamite. Mind the tentacles themselves as, occasionally, they will attempt to blast Astro from the sky.



With Dr. O'Shay freed, now put Magnamite in its place. While the best tactic may seem to be repeatedly striking it with Spin Attacks, ideally Astro will simply stand right in its maw and keep hammering away at **■** until it's defeated.



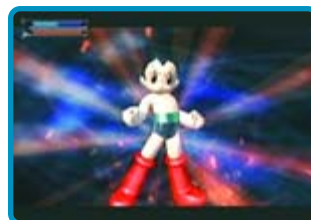
On occasion, Magnamite will attempt to strike Astro with its two front legs, but won't be able to reach. It'll also electrify itself to zap Astro, but this does little damage and is worth the shock to make short work of him.



Nora's Trivia Challenge #3

What long-standing video game hero was directly inspired by *Astro Boy*?

- a. Sonic the Hedgehog
- b. Mario
- c. MegaMan



Upon its defeat, Astro will gain a boost in his life and energy bars, then he'll have to assist Magnamite with a small problem.

Head up, up and away to make Astro's way back to Home via Metro City.



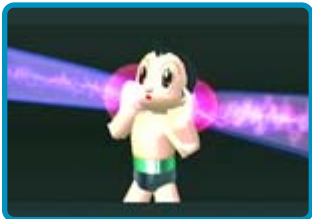


NOTE

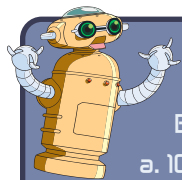
You can record your progress at this point.

Sequence 3: Near-Disaster with Denkou

Back at home, have a brief chat with Dr. O'Shay and Astro will rest for a spell to recover from his battle with Magnamite.



After resting, head back outside and jet back into the sky to return to Metro City. Once again, Yuko will break in with another emergency. Heed her cries for help and head over to Central City (denoted, again, by the flashing point on the map).



Nora's Trivia Challenge #4

How many horsepower does Astro Boy generate?

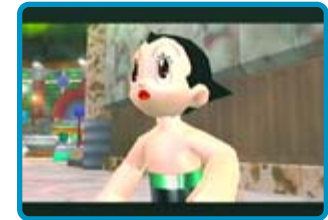
- a. 100,000
- b. 100
- c. 1000

Upon arriving at Central City, have Astro make his way down the corridor to the rear and speak to the Detective barring access to the crime scene.

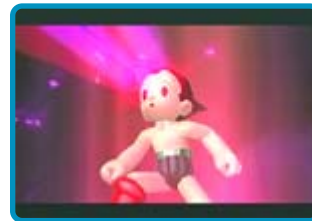


After being firmly rebuffed, head back out and speak to Abercrombie, Alejo, and Kennedy. They'll hatch a plot to take care of the Detective.

After they've all gathered, speak to Abercrombie again and they'll embark on their scheme, removing the Detective in the process.

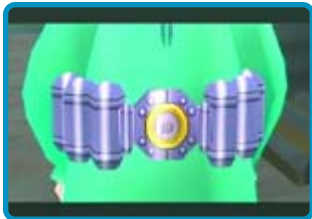


With Detective Tawashi out of the way, head back to the jewelry store and the scene of the crime where the perpetrator himself will appear: Denkou!

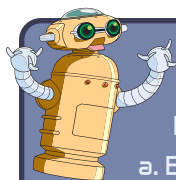


He wants to play, but this is no laughing matter, so chase Denkou around Central City and press ■ when Astro's close enough to latch hold of Denkou's cape. Then, as with Magnamite's arms, pull until his cape snaps back. Repeat this process a few times to put a stop to Denkou's shenanigans.





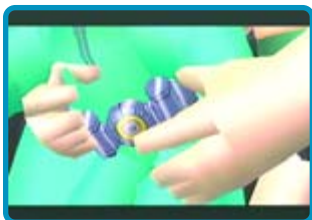
After the ensuing chase, Denkou will leap away from Astro, and the real trouble will begin. Astro now has 3 minutes to repeat the process against Denkou or the whole city will blow! Just do what you did before and everything will be OK.



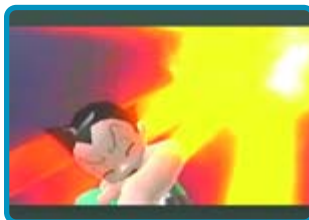
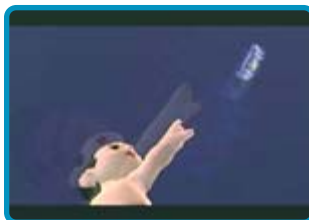
Nora's Trivia Challenge #5

What kind of energy powers Astro Boy's heart?

- a. Electric
- b. Atomic
- c. Kinetic



After getting a firm grip on Denkou, Astro wings the bomb attached to his belt into the sky, just barely averting a disaster. After a quick chat, Denkou leaves and Astro returns Home.



NOTE

At this point you can record your progress once more. Do so, then make your way back Home to speak with Dr. O'Shay.

Sequence 4: When Atlas Attacks

Back at Home, Dr. O'Shay suggests that Astro head to the skies of Metro City to see if he can locate any trace of Denkou's passing.



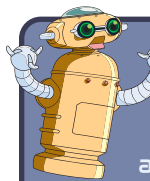
Returning to the sky above the cityscape, activate Astro's X-Ray Vision to locate the Industrial Area. Head in that general direction, and he'll spot a green energy trail entering the area. Follow it!



Upon entering, Astro will be confronted by a frantic worker bot that needs his help in staving off a bunch of renegades running roughshod over the area.



Two different types of foes will now confront Astro: robots on hover bikes and mechanized bats. To defeat both, lock-on and use the Spin Attack to repeatedly assault them until they're nothing more than scrap.



Nora's Trivia Challenge #6

In the original American release, what was Dr. O'Shay's name?

- a. Dr. Jekyll
- b. Dr. Doolittle
- c. Dr. Packadermus J. Elefun

**TIP**

If you get low on energy, the blue boxes around the main courtyard have juice to replenish Astro's flagging reserves.



Robots dispatched, head up the steps into the main structure dominating the area. You'll know what it looks like by the large flight of stairs leading up to it.

Once inside, ride the lift down into the bowels of the tower and Astro will be confronted by the holographic image of Dr. Tenma!



After disappearing, Astro will earn his Digibeam ability which, as it so happens, will come in handy in just a few seconds.



A swarm of mechanized bees will strike. They come from the iron hive, and that should be the main target of Astro's energies. First, however, use the Digibeam to knock a large swarm of bees from the sky, then get the hive!

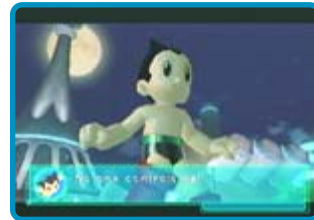
Hive and accompanying bees demolished, head back over to the platform that Astro rode down upon and head back up to the tower above.



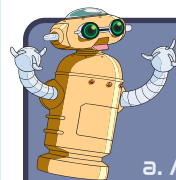
Although the door is locked, it's no match for Astro's Digibeam. Simply ride until it gives way, then head back outside to face...



...Atlas is in no mood to chit-chat and, before long, it's sibling vs. sibling.



Beating him is a fairly simple task. Basically, have Astro repeatedly Spin Attack Atlas until his energy bar is depleted.

**Nora's Trivia Challenge #7**

In Japanese, what name is Astro Boy know by?

- Astro Lad
- Tetsuwan Atom
- Atom Smasher

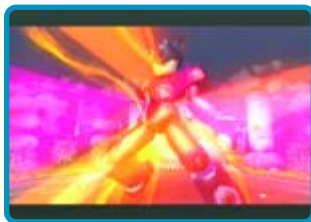




From there, move back and let Atlas vent his rage in the form of an energy beam attack. To dodge this, have Astro fly continuously to the left or right and it'll move harmlessly past.



Once Astro deals enough damage, Atlas will be stunned. At this point fly up and punch him to send him careening into a nearby propane tank.



Repeat this sequence until Atlas is mostly harmless. Ego wounded and soundly defeated, he beats a hasty retreat on his hovercycle, vowing revenge at a later date.



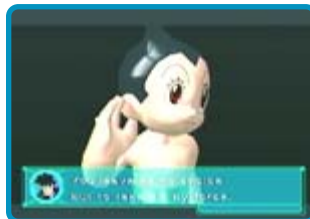
NOTE

At this point, you can record your progress. Once that's taken care of, make your way back Home, via Metro City.

Sequence 5: An Icy Assault



After a brief chat with Dr. O'Shay and Zoran, have Astro return to Metro City and make his way to the Ministry of Science (use your X-Ray Vision if you don't recall the location).



After another chat with Dr. O'Shay, filling in various parts of Astro's spotty history, Yuko calls in with another crisis. This one's back at the Bay Area, so get going!



Nora's Trivia Challenge #8

What Sega team developed the PlayStation 2 *Astro Boy* game?

- a. Sonic Team
- b. Team Astro Boy
- c. Treasure

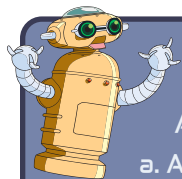
PS2 Walkthrough



Upon arriving at the scene, have Astro head off to the bridge's left side, then follow the length of the bridge to spy the invading army marching its way onto the city streets.



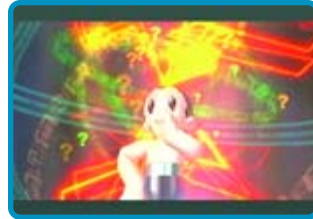
Defeating these mechanized menaces is a daunting task, but one for which Astro is more than a match. Focus his assault on one foe at a time, using his Digibeam to force one into a ball. From there, grab that enemy and throw him into the next. Repeating this process will quickly rack up 20 robots. Mind their icy blasts and don't get too close!



Nora's Trivia Challenge #9

What was the original profession of Astro Boy's creator?

- a. Animator
- b. Physicist
- c. Medical Doctor



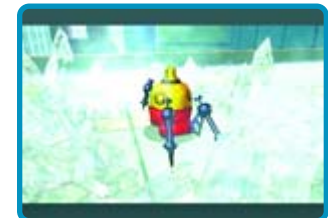
After meeting his quota, Astro will quickly earn the Power of Analyzation, allowing him to understand what the robotic invaders are saying.



Shortly thereafter, Astro will be recalled to Metro City. Some of the machines have made it there and are threatening the Ministry of Science!



Arriving back in Metro City, Astro will have to deal with the leader of the robots: a yellow and red beast with a powerful ice blast. The goal here is to defeat him before he reaches the Ministry.



To put an end to this fellow, take down one of his comrades in the same way as Astro did in the Bay Area. Zap with Digibeam, grab the balled-up bot, and toss it at the robot leader.



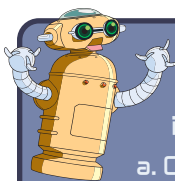


Astro may accidentally knock the leader over the edge, but he quickly returns to the fray. Use this time to grab another enemy to hurl at him upon his return.

Although it's not likely Astro will get close enough to feel it, beware his ice blast—it's much more powerful and damaging than the others.



After defeating the robot leader, Astro will learn their true intent and why they were attempting to raze the Ministry (and its inhabitants) to the ground.



Nora's Trivia Challenge #10

Before becoming an animated cartoon, in what media could Astro Boy be found?

- a. Comics
- b. Books
- c. Movies

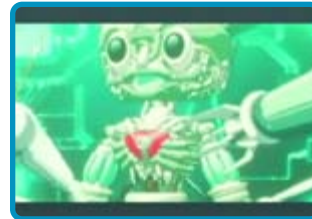
NOTE

Once more you can record your progress. Take care of that, then pack it up and head inside the Ministry of Science.

Sequence 6: Battle in the Skies Above Metro City



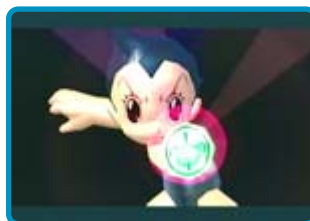
With another successful mission under his belt, Dr. O'Shay reveals to Astro a bit more of Dr. Tenma's recent history. Before long, though, there's more trouble brewing in Metro City.



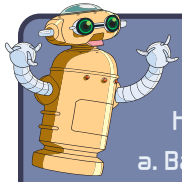
Taking to the skies once more, utilize Astro's X-Ray Vision to find the location of the disturbance, then set his jets to the impending task.



Upon arriving at the scene of the crime, five robots will set upon Astro. To deal with them, utilize his Spin Attack until his energy reserves are depleted. Then use alternate punches and Spin Attacks until the terrible quintet is laid to waste.



Once that initial wave of attackers is repelled, Astro will develop his most devastating attack yet: the Arm Cannon. This will allow him to strike multiple targets at once in a fearsome blast.



Nora's Trivia Challenge #11

What film was Osamu Tezuka said to have seen 80 times?

- a. Bambi
- b. The Magnificent Seven
- c. Kimba the White Lion



Armed with a new *armament* Astro will have to deal with a second gang. They'll start out in a tight group, so this is a good time to use the Arm Cannon. Hold **▲** to wipe them out en mass.

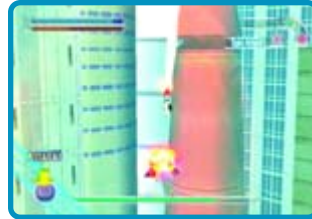


With a second batch sent to the recycle bin, Astro will be confronted by the ringleader of the bunch—and it's someone he's quite familiar with...Atlas! Unfortunately, he also has his own arm cannon to deal with.



This time around, fighting Atlas is more complicated, but it's nothing Astro can't handle.

Utilizing the Arm Cannon to full effect, immediately charge it up and fire a blast at Atlas knocking him back and stunning him.

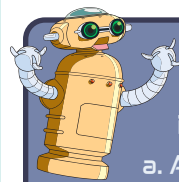


From there, rush in and punch him to send him reeling into a nearby skyscraper causing him additional pain.

From there, back off a fair distance and Atlas will start to charge his attack. Start flying to the right or left and keep flying until Atlas exhausts his blasts.



Depleted, Atlas is fair game. Open up on him with Astro's Arm Cannon once more, repeating the process until he goes down...permanently.



Nora's Trivia Challenge #12

Which presidential-sounding character is Astro's best friend?

- a. Abercrombie
- b. Kennedy
- c. Nixon



NOTE

At this point you'll be prompted to record your progress. Do so, then head back Home to have another conversation with Dr. O'Shay.

Sequence 7: Pluto Strikes

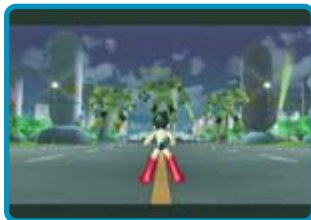


After speaking with Dr. O'Shay, head outside. An intimidating robotic menace named Pluto will confront Astro and challenge him to a duel, of sorts.

After vacating the premises, despite Dr. O'Shay's pleas, Astro has but one option: confront and defeat Pluto in the Industrial Area.



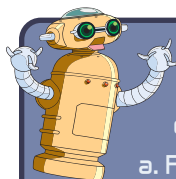
Arriving at the scene of the fight, Astro must first deal with a trio of enemies determined to see that he never makes that date with Pluto.



To defeat this initial band, lock-on and use the Spin Attack until they are stunned. Once the *Grab!* flashes in the corner, move in and spin them around to send them crashing into the nearby towers.



After dispatching those chrome-domed baddies, two flamethrower-wielding bots show up. Back off, and using the Arm Cannon, send them both packing.



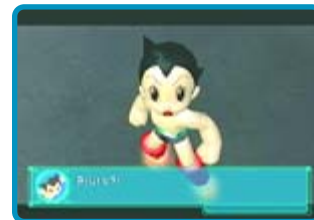
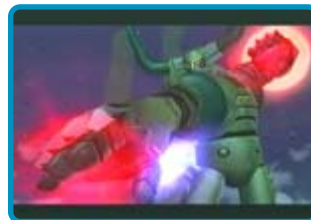
Nora's Trivia Challenge #13

What unit is Detective Tawashi in charge of?

- a. Federal Bureau of Investigations
- b. The French Foreign Legion
- c. Special Investigations Unit



Another trio appears. Dispatch them as before, then deal with the second duo of flame-tossing baddies to make it to the "dance" on time.



With the initial band of foes out of the way, it's time for the main event: Astro vs. Pluto. After posturing for a bit like any good bad guy, the battle is joined!



Right off the bat, Pluto has numerous different attacks with which to make life miserable, beginning with a volley of missiles (to separate waves per attack). Dodge these by flying right or left and you'll know they're coming when Pluto puts his fists together.

PS2 Walkthrough



After outflanking the missiles, Astro can Spin Attack Pluto until he's stunned, then move in, grab hold of him, and send him flying.

If Astro gets too close to Pluto, he'll unleash a triple attack comprised of three different punches. As long as you keep moving away from Pluto (in the air, of course) they're avoidable. Otherwise it's pain time.



His primary attack involves spinning like a top and generating a massive tornado that will suck in Astro. However, as long as he's on the ground and running away from Pluto, he won't be pulled in. As the tornado winds down, Astro can hit him with his Arm Cannon and immediately stun him for a further throw.



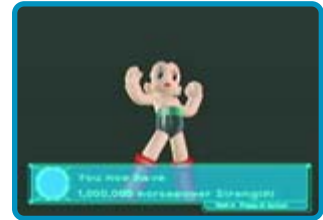
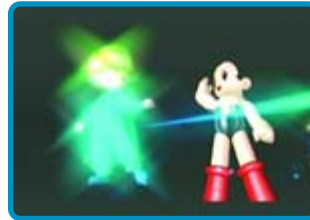
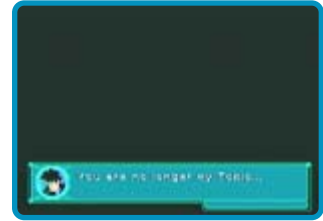
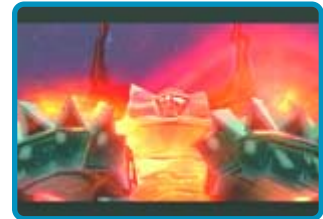
As a final assault (when his lifebar dips into yellow), Pluto also has at his command a nasty, flame-based, attack. As with the missiles, simply flying left or right will put him safely beyond its reach. You'll know it's coming when Pluto is surrounded by an electrical field.



Nora's Trivia Challenge #14

What is the name of Yuko's, ostrich-like, helper robot?

- a. Momo
- b. Mama
- c. Mana



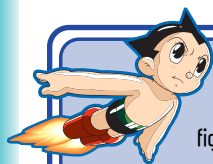
Upon defeating Pluto, Dr. Tenma will once more confront Astro, but as an ally this time. He'll also discover a greater menace than the good doctor, and gain 1,000,000 HP strength making him 10x more powerful than before.



NOTE

Upon the completion of this Sequence, Astro will be allowed to save. With that done, head to Brokken Volcano via Metro City.

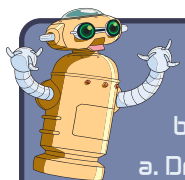
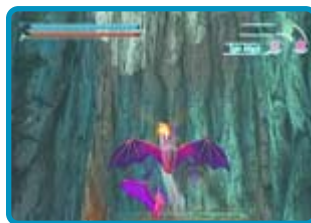
Sequence 8: Brokken Volcano Erupts



TIP

In this level, it is possible to reach the boss without actually fighting any of the enemies Astro encounters.

Upon entering Brokken Volcano, Astro will find himself in a rock-walled canyon. Dead ahead lay a trio of bats, however, he can fly right on by to the opposite end.



Nora's Trivia Challenge #15

Which character was responsible for bringing Astro to life?

- a. Dr. O'Shay
- b. Dr. Tenma
- c. Dr. Spock

A dead end is at the far end. However, applying the Arm Cannon to the large rock wall barring Astro's forward movement reveals a doorway.



The next area is an S-shaped tunnel with more bats. Again, Astro can go right by them to the opposite end where another rock barrier awaits destruction.



The next chamber is a near-cylindrical area, with a doorway on the left side of where Astro enters. Mind the enemies flitting about and head on through (after blasting the doorway, of course).

The next cavern is a long, twisting, hallway populated by floating mines (which home in on Astro's metallic frame) and a lone firebot. Again, fly past them and blast the door at the end.



Once again Astro finds himself in another cylindrical-like chamber, this time with the exit on the bottom right after Astro launches from the platform.



The following hallway adds a new twist: giant, magma-encrusted, rock spires erupt from the lava flow. Stick close to the walls to get Astro safely through the gauntlet.

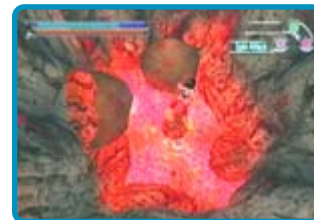


Now you'll enter another cylinder chamber, this time with the exit directly to the right and below the platform Astro used to enter the room.



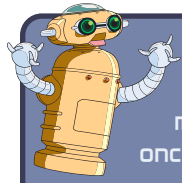
This is followed by another long cavern, once again replete with exploding rock spires, firebots, and the like. Stick to the walls and pick Astro's way carefully to the opposite end.

The next chamber is an enclosed chute that leads straight down. Mind the red "blister" on the wall as it can have an explosive effect on Astro. The exit is buried in the wall at the bottom.



This gives way to another long corridor, replete with the usual suspects. Again, make your way carefully along and out the opposite side.





Nora's Trivia Challenge #16

What famous feline Tezuka creation managed to find a home on American TV once upon a time?

- a. Simba the Lion
- b. Kimba the White Lion
- c. George of the Jungle



Once more Astro will find himself in a cylindrical room. Head off the ledge and, just to the left and downwards, you'll find the exit.



Now, just one last corridor (and a short one at that), and Astro will come to one final rock barrier. Blast it aside, then brace yourself for...



...Acheron. Essentially a slightly more robust version of Pluto. He has the same set of attacks plus one more: an attack where he calls up a series of magma spires with which to impale Astro.



As with Pluto, he'll attack with missile volleys. And, as with Pluto, simply fly left or right to avoid them, then hit him with a Spin Attack repeatedly.



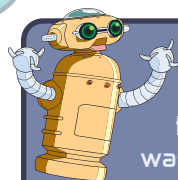
When Acheron raises his fist in the air and slams it down, you'll know the magma spires are coming. Try to stick to the outer rim of the small island Astro orbits when Acheron slams down his fists. After the spires come up, grab a boulder and hurl it at Acheron to take a chunk off of his life bar.



He also wields Pluto's devastating triple punch if Astro strays too close. Again, fly away from him to avoid his deadly strikes.



Finally, he also has access to Pluto's tornado spin attack. As with Pluto, **stay on the ground** when he executes it and move away. As the tornado winds down, hit him with the Arm Cannon, then rush in and throw his stunned body.



Nora's Trivia Challenge #17

There was one other Tezuka creation that saw light on American TV; what was it?

- a. Princess Knight
- b. The Phoenix
- c. Metropolis



When you see him raise both of his arms to his sides, glowing with fiery light, he's about to unleash an upgraded version of Pluto's fire blast. It moves horizontally, so head straight up when he begins to execute it—retaliate with the Arm Cannon when he's done.



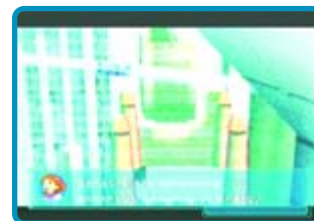
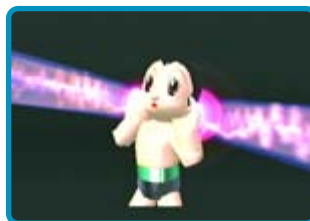
Acheron destroyed, Astro will find the path from the cave system abruptly opened freeing him to return to Metro City.



NOTE

Once more you'll be prompted to save at this point. Record your progress, then head to the eagle-shaped building (use your X-Ray Vision to locate it).

Sequence 9: The Eagle has Landed



As this sequence commences, Astro's super-hearing picks up a distress call from Yuko. Apparently there's a very serious problem at the eagle-shaped building in Metro City, and Shadow was spotted at the scene!

Upon entering the building, blast the swarm of mechanical bees flitting about the place with Astro's Digibeam. From there, you can smash the boxes for extra energy, then head out the door to the left of the 01 (on the floor).



Entering a large hallway, Astro will be confronted by two mechanized, spider-like, robots. The Digibeam will make short work of them. Alternatively, you could just fly right on by....



In the next room (02), Astro will have to take out the shield-bearing robots and the cannons placed to either side of the room. Simply punching each is the best course of action, then head through the doorway directly across from the 02 (behind the box).





Upon entering 03, Astro will be confronted by three more shield bots and a robot on the floor. All four need to be destroyed in order for Astro to exit to the right.



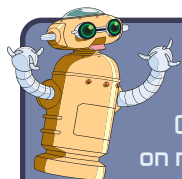
Another hallway, this time with robots that emit energy barriers. Timing is everything here: Wait for the field to retract before proceeding. Stay low to avoid the sparkling enemies—you'll have to do this twice to escape unscathed.



In room 04, Astro will need to destroy two more shield-bearing baddies before the doorway ahead will be unbarred. With their dispatch, head through the door on the right.



In room 05, take on two more shield bots, a swarm of bees, and a hive before moving out. The Digibeam makes short work of any annoying bees, while Astro's fists do the rest. Head out the door to the right.



Nora's Trivia Challenge #18

What character attribute represents Osamu Tezuka's most obvious influence on modern day anime and manga?

- a. Huge, bulging muscles
- b. Long, flowing hair
- c. Large, expressive eyes



In room 06 you'll need to deal with a new bad guy: a large robot that looks more menacing than it actually is. Dash straight for it, then stop short and whack it with Astro's 1,000,000 HP punches. Nine of these will send him packing, then grab Astro's pack and move through the door to the left.

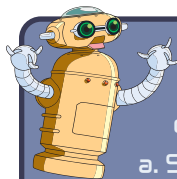
Another hallway with energy fields is up next. If you're quick, you can jet to the other end without looking back or getting hit.



The next chamber (or, rather, one giant hallway) leads to the epicenter of Shadow's operation. After watching the cinema, race for the opening with the flashing red lights to either side.



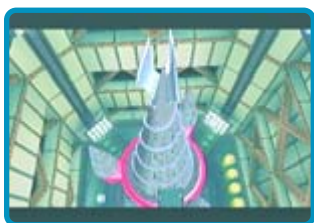
This can be fairly painless from this point forward: continue to hold down the Spin Attack button and always continue moving toward the doorways with flashing red lights. They'll gradually close, but Astro can continue on through without stopping. If you get stopped, you'll have to deal with the robots along the way. Once they're dispatched, you'll have to Arm Cannon Astro's way through the blocked doors.



Nora's Trivia Challenge #19

What other character is the developer of *Astro Boy* on PS2 best known for?

- a. Sonic The Hedgehog
- b. Knuckles The Echidna
- c. Flicky the Bird



At the end of that gauntlet, Shadow's monstrous space station will lift off. There's nothing Astro can do to stop it, so watch as the movie plays itself out.



NOTE

You now have the opportunity to save your progress. Do so, then make sure you read the following Caution!



CAUTION

At this point, you have an option: head into space to do battle with Shadow from geosynchronous (and descending) orbit **OR** head out and collect all 130+ Cards scattered throughout the various game sequences. Bear in mind that after Astro leaves Earth, he will not be able to return to complete this, so choose carefully. If you choose to collect the cards, head on to the next chapter and come back here after you gather them all. Otherwise, read on....

Sequence 10: Space and Beyond



The time has come for the final showdown with Shadow. The people of Earth are counting on Astro to save them from impending doom! Head to the Ministry of Science if you're ready to take the challenge!

Blasting off into the great unknown, a group of robots will meet Astro and try to prevent him from stopping Shadow's evil plot.

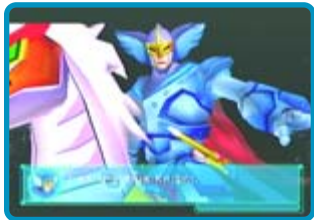




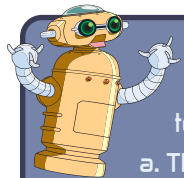
Though there appear to be a lot of robots, beating them is mainly a Spin Attack affair. Keep doing it until all of the robots on-screen are destroyed.

**NOTE**

You must destroy all the robots to progress.

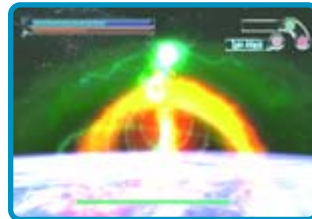


Upon defeating the last of the bad bots, the Blue Knight will ride out to meet Astro on his mechanized steed, Leto. After listening to the honorable knight state his case, the battle is joined!

**Nora's Trivia Challenge #20**

What event in his life drove Dr. Tenma to create Astro Boy?

- The death of his son
- The desire to relive his youth
- The urge to show that he was better than Dr. O'Shay



The fight against the Blue Knight takes place in two phases. The first part requires Astro to render the horse, Leto, inoperable. This is accomplished by exclusively using the Spin Attack. Hit Leto until the blue shield goes up. Next, trail the Knight at a close distance, and when the shield goes down, resume striking Leto. Repeat this process, and it won't be long before the Blue Knight is forced to dismount.

The second phase is a little more complicated than the first. First, the Blue Knight will climb down from Leto and prepare to battle Astro one-on-one.

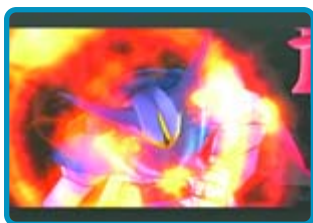
Move back from the Blue Knight (far, but not too far as depicted here), and he'll draw his sword and send beams of energy lancing toward Astro. Fly left or right to avoid them.



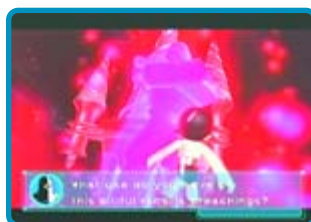
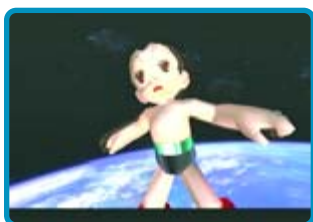
After the final beam (12 in all) fires off, turn towards the Blue Knight and execute the Spin Attack until Astro is drained of energy. From there, move back to your previous position.



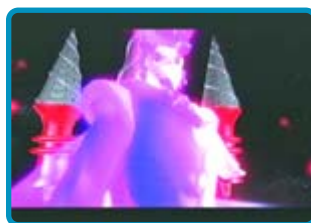
At this point, the Knight will probably fire a homing ball of energy at Astro. If he does, stop moving and hit **X**+**↵** or **X**+**⇨** to quickly sidestep the blast. This requires split-second timing, so watch out!



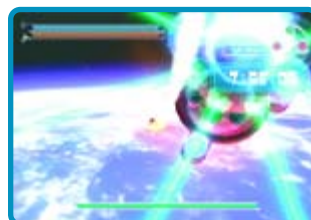
Keep repeating the pattern until the Blue Knight is defeated. In defeat, however, he recognizes the error of his ways before he is ultimately struck with a cowardly blow.



Assuming the guise of Dr. Tenma, Shadow taunts Astro. The final battle is about to begin with the fate of the Earth hanging in the balance!



With a mere eight minutes, Astro must stop Shadow's space station from entering Earth's atmosphere. As the sequence begins, Astro must close the gap between him and it by using the Spin Attack.



Before long, these large, devastating, laser bolts will fire. These cause massive damage, so be wary as the space between them gradually closes.

After passing by the lasers, the station will fire out missile-like projectiles. Keep pressing forward and Astro should zip right by them.



Position Astro here for most of the fight. He can orbit along the edge of the station, but don't fall too far behind this point.



Start locking-on to the engine units and the ring of small holes around the ship's mid-section. Use Astro's Arm Cannon to blast them apart.

The engine units each require three Arm Cannon blasts to annihilate with three engines total. Simply lock-on, charge, and fire.



The smaller holes require one Arm Cannon blast each to eliminate, though there are more than the engine units. The strategy is the same: lock-on, charge, and fire.



PS2 Walkthrough



As Astro engages in this, he'll have to deal with several obstacles. First: intermittent missile launches. Avoid these by staying in as close to the station as possible.



Second: from time to time you'll hear a loud beeping noise coming from three serpentine, mine-like, robots. When the beeping disengages, turn around, and use the Digibeam to destroy the incoming creatures. Then return to the matter at hand.

**NOTE**

Astro may have to drift backwards a ways while dealing with these robots. As soon as they're dealt with, however, return him to his previous orbit.



Finally, Astro will have to watch out for the devastating laser blasts. These are easily avoidable as long as Astro sits far ahead of the station. If he drifts back, just watch the beams carefully and maneuver out of their path.

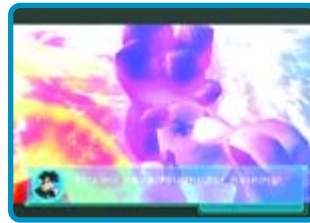
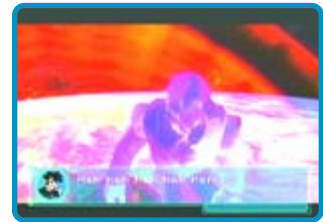
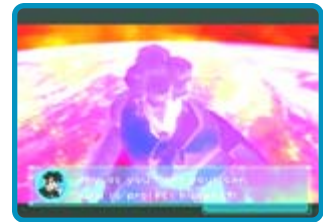


Repeating this process as the various threats come Astro's way will eventually yield the destruction of all three engines and the entire ring around the main engine. Now, turn your attention to the main engine.

At this point the only remaining threat will be the green lasers. If you stay forward enough, you'll be fine. Keep firing Arm Cannons at the main engine section until that is destroyed.



After that explodes, the final portion of the ship will be revealed. Fire Arm Cannon blasts at it to whittle it down to nothing. Because everything else has been destroyed, there are no more threats to your safety.

The End

Congratulations, you've beaten the game! If you haven't collected all the Collect Cards, head back and continue from your last save. Just be aware that you'll also have to complete the entire end sequence (from the moment Astro leaves Earth) again.

Collect Card Locations

Needle in a Haystack

Since you'll spend the majority of your time in *Astro Boy* on the Collect Card sequences, we included a complete card location guide, by number, as to where all 85 can be found.

Note that although we list the cards numerically, they are not distributed throughout the levels in contiguous blocks. For example, you might find cards 1-5 and 7-10 in one area, with 6 in an entirely different area.

Pay close attention to the prerequisites header as that will explain what powers, quests, etc. you'll need to complete before capturing the card in question.

So, without further ado, let's get to collecting!

Card 1



Astro Boy

Location: NA

Prerequisite: NA

Additional Notes: NA



This is the easiest of all cards to obtain. Why? Because it's in Astro's possession from the moment the game starts. Simply head home to redeem it and check out Astro's 3D model.

Card 2

Dr. O'Shay

Location: Metro City

Prerequisite: NA

Additional Notes: NA



This card is garnered by completing the Turbo Ring course at the top of the Ministry of Science. Speak to the robot, then give it a whirl. Complete it in time and he'll hand over a card.

Card 3



Zoran

Location: Central City

Prerequisite: NA

Additional Notes: Event 7, "The Quiz Lady"



This card is earned by taking the quiz the "Quiz Lady" offers. She's the woman in the pink dress meandering about Central City. The answer key follows:

1. 2	9. 2	17. 1	25. 1
2. 2	10. 3	18. 1	26. 3
3. 1	11. 2	19. 1	27. 2
4. 2	12. 1	20. 3	28. 1
5. 1	13. 3	21. 2	29. 2
6. 2	14. 2	22. 2	30. 2
7. 3	15. 1	23. 2	
8. 1	16. 3	24. 1	

Card 4



Yuko Kisagari

Location: Astro's Neighborhood

Prerequisite: NA

Additional Notes: NA

Collect Card Locations



You'll earn this card by speaking to the "Counting Man" on the right edge of Astro's Neighborhood, near the "Unusually Heavy Object." Help him out to earn it!

Card 5



Nora

Location: Astro's Neighborhood

Prerequisite: 1,000,000 HP Strength

Additional Notes: "Unusually heavy object."



You'll find this card beneath the large boulder to the right of Dr. O'Shay's home.

Card 6

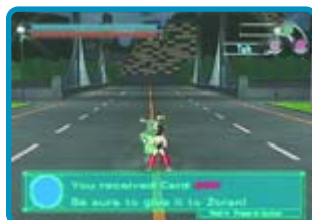


Dr. Tenma

Location: Industrial Area

Prerequisite: NA

Additional Notes: NA



This card requires that you play a game of Hide and Seek, of sorts, with Astro's friends Kennedy, Abercrombie, and Alejo.

Speak to the first robot you see upon entering the Industrial Area and that will trigger the event. Thereafter you'll simply have to find the boys (twice as they'll be making mischief the first time). Complete that, and the card is yours!

Card 7



Shadow

Location: Central City

Prerequisite: Arm Cannon; 1,000,000 HP Strength

Additional Notes: NA



To earn this one, you'll need to have a talk with the man in the suit making his way about Central City. To earn the card, speak to him and show him your Arm Cannon then your 1,000,000 HP Strength.

Card 8



Detective Tawashi

Location: Astro's Neighborhood

Prerequisite: Power of Analyzation

Additional Notes: NA



To collect this card, head over and read the right-most sign to the left of Dr. O'Shay's home. Do what is says and the card is yours.

Card 9



Alejo

Location: Central City

Prerequisite: Complete Chapter 1

Additional Notes: Chapter 2, "Weapons of War"



Another tag team event with Sharaku, this time with the man sitting at the table in the center of Central City. Follow this sequence of attacks to defeat him and claim another card:

1. X-Ray Vision
2. X-Ray Vision
3. Punch
4. Punch

Card 10



Kennedy

Location: Industrial Area

Prerequisite: Power of Analyzation; Arm Cannon

Additional Notes: NA



For this one, you'll need to speak to the robot at the base of Denkou's Tower, then do as he asks with your most powerful attack, the Arm Cannon.

Card 11



Abercrombie

Location: Central City

Prerequisite: Power of Analyzation

Additional Notes: NA



This is the first of two cards you'll find in Central City by reading signs. This one is located just up the hall from the Jewelry Store. Read the sign, do what it says, and collect another card.

Card 12



Vivienne

Location: Bay Area

Prerequisite: Power of Analyzation; X-Ray Vision

Additional Notes: Event 5, "Metro City Kidnapping"



First off, you'll need to make your way to the fellow on the left side of the bridge as the level starts. From there, speak to the robot standing nearby, then proceed under the bridge. Activate your X-Ray Vision and fly to the base of the second support to find the "kidnapping" victim. From there, head back to her father and collect your reward!



Collect Card Locations



Card 13



Vivienne's Father

Location: Central City**Prerequisite:** NA**Additional Notes:** NA

This is the second of two cards you'll find in Central City by reading signs. This one is located in the corner, behind the dog. Read the second of the two located there to get the card.

Card 14



Ms. Miyoki

Location: Central City**Prerequisite:** Power of Analyzation**Additional Notes:** Event 2, "Ms. Miyoki's Plight"

For this one, you'll need to get Ms. Miyoki's purse back from the dog that's holding it. However, you'll need to converse with all the dogs located about the area to decipher his name. We've made it easy, however: ATOE is his name!

Card 15



Wally Kisagari

Location: Astro's Neighborhood**Prerequisite:** Power of Analyzation**Additional Notes:** "Conversation with Dog"

Card 16



Epsilon

Location: Astro's Neighborhood**Prerequisite:** NA**Additional Notes:** Event 1, "Helping Epsilon"

For this card, find Epsilon (the female robot) on the roof of Dr. O'Shay's house. Help her out by reciting the weather back to her as she requests (a pen and paper may prove handy here). As a reward, she'll hand over a card!

Card 17



Black Jack

Location: Industrial Area**Prerequisite:** Complete Chapter 4, "Trials"**Additional Notes:** Chapter 5, "Man in the Black Cape"



Although this one may appear to be a Sharaku tag team battle, it actually isn't. Simply fly up to Black Jack (the guy in the black cloak) and speak to him. When you get the chance "explain everything," and he'll hand over the card he's carrying.

Card 18



Pinoko

Location: Metro City

Prerequisite: Complete Chapter 5, "Man in the Black Cape"

Additional Notes:
Final Chapter, "Pinoko"



This is the final Sharaku tag team battle. To free little Pinoko and end this sequence of events (with a card, of course) follow the movement list below to emerge victorious:

1. 1,000,000 HP Strength
2. Digibeam
3. X-Ray Vision
4. X-Ray Vision
5. Punch



Card 19



Sharaku

Location: Astro's Neighborhood

Prerequisite: NA

Additional Notes:
Chapter 0, "Sharaku"



This one's a piece of cake: Simply walk over and speak to the bald little boy and he'll hand you a card. This won't be the last time you need to deal with him, though.

Card 20

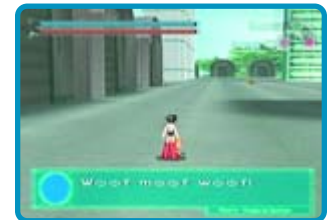


Magnamite

Location: Bay Area

Prerequisite: NA

Additional Notes:
Event 4, "Searching for Spot with Wally"



For this card, make your way to the series of warehouses on the waterfront until you spot Wally (in the green suit). He'll ask you to find the dog that matches the bark he plays back for you. Now you just have to find the pup that matches the bark to collect a card! However, you will have to repeat the process three times to earn it.

Collect Card Locations



Card 21



Denkou

Location: Astro's Neighborhood**Prerequisite:** Speak with Sharaku first (Card 19); X-Ray Vision**Additional Notes:** Chapter 1, "Dark Omens"

For this card, you'll have to defeat the evil presence possessing the young lady to the left of Sharaku. Walk over and speak with her, then use your X-Ray Vision to see what ails her. From there, you'll team up with Sharaku to defeat the demon possessing her by using your X-Ray Vision. The final blow belongs to Astro, however, when the girl becomes disoriented. Punch the device around her neck to end the sequence and earn a card!

Card 22



Atlas

Location: Central City**Prerequisite:** Complete Chapter 2, "Weapons of War"**Additional Notes:** Chapter 3, "Heirloom"

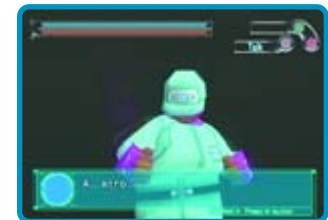
Another tag team event with Sharaku, this time with the woman in the orange dress standing by a table in Central City. Follow this sequence of attacks to defeat her and claim another card:

1. Punch
2. Digibeam
3. Digibeam
4. Punch
5. Digibeam
6. X-Ray Vision

Card 23



Atlas (Arm Cannon)

Location: Bay Area**Prerequisite:** Complete Chapter 3, "Heirloom;" Arm Cannon**Additional Notes:** Chapter 4, "Trials"

This is another Sharaku tag team battle. You'll find this poor, possessed soul on the edge of the warehouse area just at the beginning of the waterfront. Speak to her and Sharaku will show up. The following sequence of attacks will see you to victory:

1. Arm Cannon
2. Punch

That's it! Another card is yours!



Card 24



Venus Robots Leader

Location: Industrial Area

Prerequisite: NA

Additional Notes: NA



This is the first of two cards earned by reading the signs located around the sculpture in the center of the Industrial Area.

Card 25



Venus Robots

Location: Industrial Area

Prerequisite: Power of Analyzation

Additional Notes: NA



This is the second of two cards earned by reading the signs located around the sculpture in the center of the Industrial Area.

Card 26

Pluto

Location: Bay Area

Prerequisite: 1,000,000 HP Strength

Additional Notes: NA



You'll find this card beneath an unusually heavy object located near a lone dog wandering the streets. Lift it up and collect the card, then send it soaring away.

Card 27



Acheron

Location: Bay Area

Prerequisite: 1,000,000 HP Strength

Additional Notes: NA



You'll find this card beneath an "unusually heavy object" at one of the back corners of the Bay Area. Simply lift up the rock to expose its hiding place.

Card 28



Blue Knight

Location: Underground Base

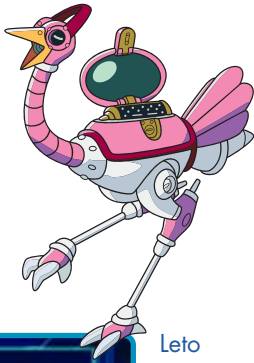
Prerequisite: NA

Additional Notes: NA



As with cards 29 and 30, you'll find this one in the "hidden" room behind the crate directly across from the entrance to Room 4 in the Underground Base.

Collect Card Locations



Card 29

Leto

Location: Underground Base**Prerequisite:** NA**Additional Notes:** NA

As with cards 28 and 30, you'll find this one in the "hidden" room behind the crate directly across from the entrance to Room 4 in the Underground Base.

Card 30

Fortified Rocket

Location: Underground Base**Prerequisite:** NA**Additional Notes:** NA

As with cards 28 and 29, you'll find this one in the "hidden" room behind the crate directly across from the entrance to Room 4 in the Underground Base.

Card 31



Bee Bot

Location: Bay Area**Prerequisite:** Power of Analyzation**Additional Notes:** NA

Remember that lone dog wandering around an "unusually heavy object"? Well, if you let him have his way with Astro he'll also cough up a card.

Card 32



Motorcycle Bot

Location: Bay Area**Prerequisite:** Power of Analyzation; Arm Cannon**Additional Notes:** NA

Down by the warehouses, standing on some containers, you'll find another strange robot that you'll have to speak with and then, naturally, attack with your Arm Cannon. This will net you another card!

Card 33



Muscle Bot

Location: Bay Area

Prerequisite: Power of Analyzation

Additional Notes: NA



You can find this card easily enough: Read the sign at the area near the warehouses on the waterfront. Do as the sign says and you'll be amply rewarded.



Card 34



Bat Bot

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



Just down the street from card 27 lays another unusually heavy object. Hoist it over your head to retrieve another card nestled in a large shadow looming overhead.

Card 35



Fake Astro

Location: Central City

Prerequisite: Power of Analyzation; Arm Cannon

Additional Notes: NA



For this card, you'll need to speak to the robot facing the wall along the outer edge of Central City. Once you've got his attention, use your Arm Cannon to top off his battery and you'll win another card.

Card 36



Fire Bot

Location: Industrial Area

Prerequisite: NA

Additional Notes: Event 8, "Carrying Robot"



This is the first of three cards you'll earn by bringing items to the robot depicted here (his location changes with each subsequent item). You'll initially find him on the outer perimeter of the Industrial Area. He wants a drum, so find one tucked away just outside the central area of the Industrial Area.

Collect Card Locations



Card 37



Photon

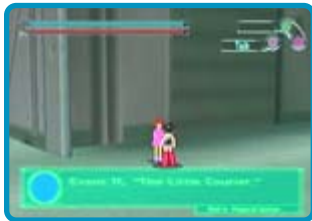
Location: Underground Base**Prerequisite:** NA**Additional Notes:** NA

As with card 40, you'll find this in the "hidden" room behind the crate immediately to the left of Room 3 in the Underground Base.

Card 38



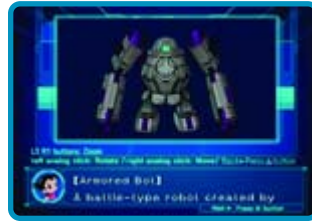
Stealth Bot

Location: Bay Area**Prerequisite:** NA**Additional Notes:** Event 11, "The Little Courier"

A little girl standing down by the warehouses (again, near Wally) will ask Astro to fetch a few items for her. The first is a potted plant you'll find down the street next to a vending machine at the base of one of the huge cranes in the area. Return the plant and you'll acquire another card!



Card 39



Armor Bot

Location: Bay Area**Prerequisite:** Complete Event 11**Additional Notes:** NA

Now you'll have to find the little girl again and deliver another item to her. She's located on the outer roadway that surrounds the bridge and this time she wants the ball way back over in the warehouse area on top of some green containers.

Card 40



Beam Bot

Location: Underground Base**Prerequisite:** NA**Additional Notes:** NA

As with card 37, you'll find this in the "hidden" room behind the crate immediately to the left of Room 3 in the Underground Base.

Card 41



Punch Bot A

Location: Industrial Area

Prerequisite: NA

Additional Notes:
Event 9, "Carrying Robot"



This is the second of three cards you'll earn by bringing items to the robot depicted here (his location changes with each subsequent item). This time he can be found directly down the street from Denkou's Tower. Bring him a construction cone which lays to the right of the tower.

Card 42



Punch Bot B

Location: Industrial Area

Prerequisite: NA

Additional Notes:
Event 10, "Carrying Robot"



This is the third of three cards you'll earn by bringing items to the robot depicted here (his location changes with each subsequent item). This time he is just to the right of the sculpture, on the street corner (from Denkou's Tower). This time you'll need to bring him a cardboard box which lays atop a building to the right of Denkou's tower (if you're facing it).

Card 43



Atlas Bike

Location: Metro City

Prerequisite: NA

Additional Notes: NA



This card requires you chase down and stop the orange sky car. Patrol the skies above Metro City until you spot it, then fly in front of it to make the driver hold up for a moment. After that, speak to him to get a card.

Card 44



Callisto

Location: Metro City

Prerequisite: NA

Additional Notes: NA



This card is earned by chasing down the blue sky car. Fly after it until it comes to a stop, then speak to the driver to get another card.

Card 45



Akita Squad Car

Location: Metro City

Prerequisite: NA

Additional Notes: NA

Collect Card Locations



For this card, you'll have to chase down the yellow sky car and speak to its driver. Once you've done so, he'll gladly hand over a shiny new collect card!

Card 46



Doberman Tank

Location: Metro City

Prerequisite: NA

Additional Notes: NA



To acquire this card, you'll have to pull over the police in their dog-like sky car. Once you're managed to stop them, step up and speak to them to get the card they bear.

Card 47



Magnamite

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



This card can be found beneath the vending machine directly across the street from where you found the potted plant for the little girl.

Card 48



Harley

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



This card is located beneath a vending machine, just off the street and next to a bridge support. Lift it up and the card will be added to your collection.

Card 49



Denkou

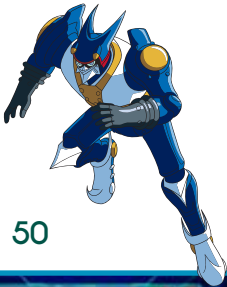
Location: Bay Area

Prerequisite: NA

Additional Notes: NA



You'll find this card between a pair of warehouses by the waterfront, virtually next to where Wally is located. Lift up the vending machine and the card is yours!



Card 50



Veger

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



This card is on one of the bridge supports, but there's a catch: It's invisible! Use your X-Ray Vision to locate the hidden box (on the last support), then crack it open to claim another card.)

Card 51



Atlas 1

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



This card can be found on one of the bridge supports, but there's a catch: It's invisible! Use your X-Ray Vision to locate the hidden box, then crack it open to claim the card within.

Card 52



Franken

Location: Bay Area

Prerequisite: X-Ray Vision

Additional Notes: NA



This one's located in another hidden box. Make your way up the street from the waterfront until you spy 3 orange cones. Activate your X-Ray Vision and another card is yours.

Card 53



Venus Robots

Location: Astro's Neighborhood

Prerequisite: NA

Additional Notes: NA



Another easy one: Walk over and lift up the vending machine in Astro's neighborhood to reveal its location.

Card 54



Robot Circus Group

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA

Collect Card Locations



Cards 54-57 are all located in the same hidden room, in the first volcano you enter in Brokken Volcano. To locate it, look for it just to the left of the exit of the volcano with your X-Ray Vision.

Card 55



Jumbo

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 54-57 are all located in the same hidden room, in the first volcano you enter in Brokken Volcano. To locate it, look for it just to the left of the exit of the volcano with your X-Ray Vision.

Card 56



Giant Bird

Location:
Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 54-57 are all located in the same hidden room, in the first volcano you enter in Brokken Volcano. To locate it, look for it just to the left of the exit of the volcano with your X-Ray Vision.

Card 57



Micro Bug

Location:
Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 54-57 are all located in the same hidden room, in the first volcano you enter in Brokken Volcano. To locate it, look for it just to the left of the exit of the volcano with your X-Ray Vision.

Card 58



Sucker Bot

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 58, 59, 67, and 70 are located in the hidden room in the second volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 59



Gaff

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 58, 59, 67, and 70 are located in the hidden room in the second volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 60



Delta

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



You'll find this card beneath a vending machine. It's located in the middle of two other vending machines at the base of one of the supports to the bridge.

Card 61

Epsilon

Location: Bay Area

Prerequisite: NA

Additional Notes: NA



This one you'll find underneath the same vending machine that used to play host to the potted plant you delivered to the young lady down the street. Lift it up and another card is yours.

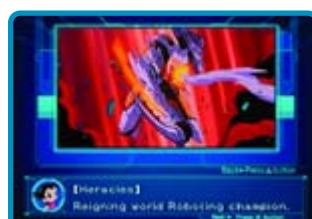
Card 62

Hercules

Location: Industrial Area

Prerequisite: NA

Additional Notes: NA



This is one of three cards located beneath the vending machines in the Industrial Area. Simply saunter over and lift the vending machine to earn a card at the end of the street.

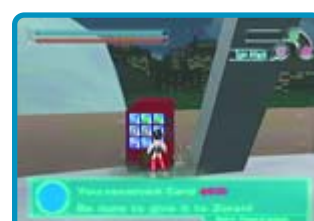
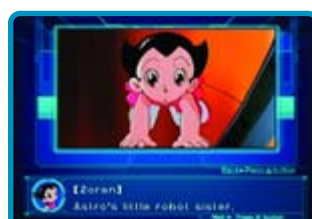
Card 63

Zoran

Location: Industrial Area

Prerequisite: NA

Additional Notes: NA



The second of three cards located beneath vending machines in the Industrial Area. This one is on the rotunda around Denkou's Tower.

Collect Card Locations



Card 64



Pluto

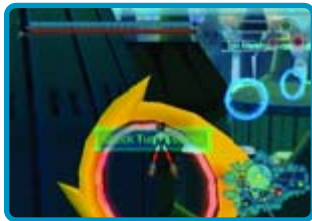
Location: Industrial Area**Prerequisite:** NA**Additional Notes:** NA

The third of three cards is located beneath the vending machines in the Industrial Area. This one can be found at the foot of Denkou's Tower at the base of the large staircase.

Card 65



Shadow

Location: Metro City**Prerequisite:** NA**Additional Notes:** NA

For this card, you'll need to complete the Quick Turn Turbo Ring course in Metro City. That done, head to the robot atop the Ministry of Science to claim a card as a prize.

Card 66



Atlas 2

Location: Central City**Prerequisite:** NA**Additional Notes:** NA

This one is a piece of cake: Simply lift up the vending machine along the outer wall to claim another card.

Card 67



GP III

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 58, 59, 67, and 70 are located in the hidden room in the second volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 68



Momo

Location: Central City**Prerequisite:** NA**Additional Notes:** NA



Head to the kiosk corner with the small dog and use your X-Ray Vision to uncover an invisible box to place still another card in your burgeoning collection.

Card 69



Nora

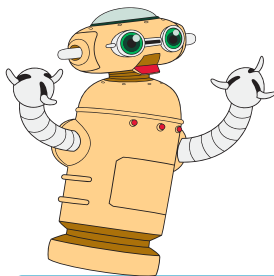
Location: Central City

Prerequisite: NA

Additional Notes: NA



Head over to the Jewelry Store and activate your X-Ray Vision. Voila! A box will appear, so run over and smash it to claim another card for your collection.



Card 70

Peter Pan Bot

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

**Additional
Notes:** NA



Cards 58, 59, 67, and 70 are located in the hidden room in the second volcano within Brokken Volcano. To find this room, scan to the left of the exit to find it located behind a slab of rock.

Card 71



Gunon

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 71-74 are located in the hidden room in the third volcano within Brokken Volcano. To find this room, scan to the left of the exit to find it located behind a slab of rock.

Card 72



Forest Robot

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 71-74 are located in the hidden room in the third volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Collect Card Locations



Card 73



Nana and Coco

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 71-74 are located in the hidden room in the third volcano within Brokken Volcano. To find this room, scan to the left of the exit to find it located behind a slab of rock.

Card 74



Rabia

Location:
Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 71-74 are located in the hidden room in the third volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 75



Mail Robot

Location:
Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 75-78 are located in the hidden room in the fourth volcano within Brokken Volcano. To find this room, simply scan the rock face as you descend to the exit for an outcropping with a large chunk of rock on it.

Card 76



Rabia (human version)

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA

Cards 75-78 are located in the hidden room in the fourth volcano within Brokken Volcano. To find this room, simply scan the rock face as you descend to the exit for an outcropping with a large chunk of rock on it.

Card 77



Little Mal

Location: Brokken Volcano**Prerequisite:** X-Ray Vision;
Arm Cannon**Additional Notes:** NA



Cards 75-78 are located in the hidden room in the fourth volcano within Brokken Volcano. To find this room, simply scan the rock face as you descend to the exit for an outcropping with a large chunk of rock on it.

Card 78



Bounty Bot

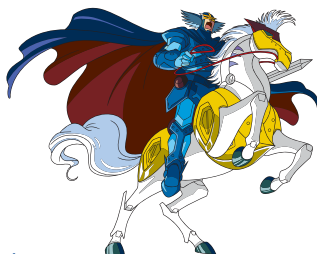
Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 75-78 are located in the hidden room in the fourth volcano within Brokken Volcano. To find this room, simply scan the rock face as you descend to the exit for an outcropping with a large chunk of rock on it.



Card 79

Cyclops, Hunter, and Web

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 79, 80, 81, and 83 are located in the hidden room in the fifth volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 80



Billy

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Cards 79, 80, 81, and 83 are located in the hidden room in the fifth volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 81



Paris, Kusko, and Dattan

Location: Brokken Volcano

Prerequisite: X-Ray Vision;
Arm Cannon

Additional Notes: NA



Collect Card Locations



Cards 79, 80, 81, and 83 are located in the hidden room in the fifth volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 82



Blue Knight

Location: Metro City

Prerequisite: X-Ray Vision

Additional Notes: This is, far and away, the hardest card in the game to secure.



To obtain this card you must complete the Outer City Loop course in Metro City. See the Caution for more info.



CAUTION

Card 82 is earned by completing the Outer City Loop course in Metro City. You **must** use Astro's X-Ray Vision to find the starter, yellow ring (near the Eagle Building). This is, bar none, the hardest card in the game to earn, so don't get frustrated if you have to do the course many, many times to complete it due to its chaotic and, oftentimes, hard-to-follow layout.

Card 83



Modified Paris, Kusko, and Dattan

Location: Brokken Volcano

Prerequisite: X-Ray Vision; Arm Cannon

Additional Notes: NA



Cards 79, 80, 81, and 83 are located in the hidden room in the fifth volcano within Brokken Volcano. To find this room, simply scan to the left of the exit to find it located behind a slab of rock.

Card 84



Ministry of Science

Location: Metro City

Prerequisite: NA

Additional Notes: NA



To obtain this card, you must complete the Inner City Turbo Ring course in Metro City. Once you do so, visit the robot atop The Ministry of Science to collect a card.

Card 85



Police Agency

Location: Metro City

Prerequisite: NA

Additional Notes: NA



To earn this card, you'll need to complete the Vertical Course in Metro City. Once you do so, head to the robot atop the Ministry of Science to collect your card.

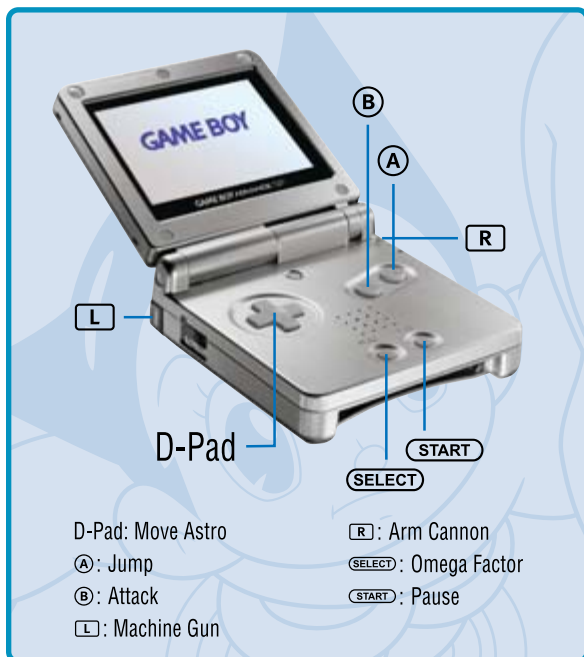


GBA Introduction

Caution: This Guide Contains 100,000 Horsepower!

Welcome to Prima's Official Game Guide for Sega's *Astro Boy™*, for Sony's PlayStation®2, and *Astro Boy™: Omega Factor*, for Nintendo's Game Boy® Advance. This section will concentrate on the Game Boy Advance version of the game (for PlayStation 2 section, please see page 6). Herein you'll find all the info you need to break down, rip apart, and unearth all the juicy nuggets packed into both games. So, without further ado, prime those rocket feet and let's fly away!

The Controls



The Basics

Unlike the PS2 version, *Astro Boy: Omega Factor* harkens back to the classic game designs of the 16-bit era (Sega Genesis and Super Nintendo). It consists entirely of left/right/up/down scrolling stages along with a few additional side-scrolling shoot 'em up sequences, without a hint of 3-D gameplay anywhere....

Run, Jump, and Smash



The Classics Never Get Old

For the majority of the game, Astro will walk, jump, fly, and pound on all enemies that cross his path with his 100,000 HP strength, Arm Cannon, and hip-mounted Machine Guns (among other, assorted, assaults).



Zapped!



Going Down in a Blaze of Glory

While not a prominent part of the game, every now and again, Astro will take to the skies in a few side-scrolling shoot 'em up sequences that feature forced scrolling from left to right (and vice versa). Herein he'll use his finger beam and Special Attacks to show his frightful foes who's the boss.



The Omega Factor



Soul Mates

Perhaps the most intriguing aspect of *Astro Boy* on GBA is its limited use of an RPG-like upgrading system to increase Astro's strength, laser, jets, etc. as he ventures forth on his quest. To increase each of these aspects, Astro must track down and find the hidden characters in each stage that will allow him to upgrade each ability one point at a time.

There are 47 characters in the game (including Astro), with a great deal of them cleverly hidden away from prying eyes. Use the walkthrough chapter of this guide to find them all, but note that they do not appear in numerical order.

The game is not officially completed until each and every one of these characters is found, and that's the **only** way to get the real ending.



Tips, Notes, and Cautions



TIP

A **Tip** imparts some useful bit of information that might help the player past a sticking point but, generally, isn't necessary to complete a portion of the game. Think of them as ways to take the game to the next level of fun and excitement.



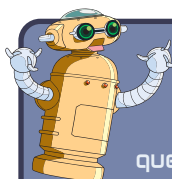
NOTE

Notes are handy bits of information that might take the form of a reminder that the player may have to come back later to fulfill a quest or perhaps point out a location of note for future reference. They can also simply be signposts that alert the player to interesting bits of *Astro Boy*-related information.



CAUTION

Ignoring **Tips** and **Notes** rarely proves disastrous, but ignoring a well-placed **Caution** can only lead to loss of life or limb for your gaming alter-ego. To that end, it's always suggested that you pay heed to each one of them, as it's never pleasant to, say, walk into an ambush when someone had already called ahead to warn about it.



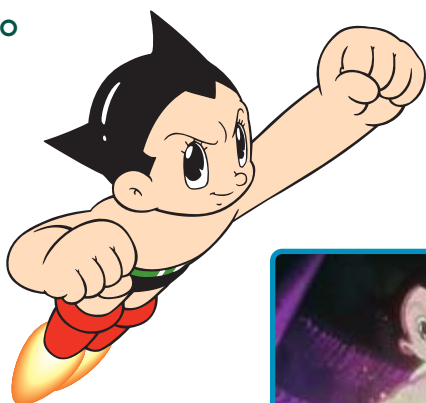
Nora's Trivia Challenge

Sprinkled throughout the walkthroughs for both games are a series of trivia questions based on *Astro Boy* and other creations of legendary illustrator Osamu Tezuka. There are no prizes awarded for getting all the correct answers, other than the satisfaction (and fun) you'll get from answering them. The answer key can be found in the back of the guide.

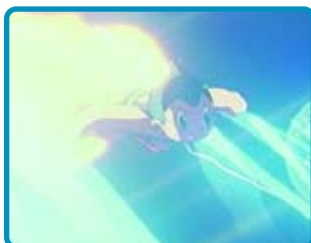
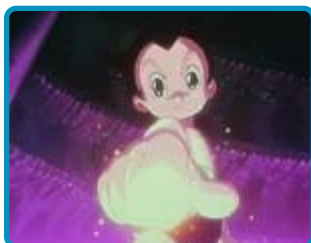
The Cast

The following characters all feature prominently in the *Astro Boy* mythos, but unlike the PS2 version, the GBA edition features a huge selection of characters from across the vast body of work of Osamu Tezuka. There are 47 in all (as noted in "The Omega Factor" earlier in this section), and you'll need to collect every last one to consider the game fully completed.

Astro



The reluctant hero of our story, Astro is the creation of the nefarious Dr. Tenma. Originally intended to take the place of his son, Tobio, who died in a terrible accident, Astro eventually comes into the possession of Dr. O'Shay who gradually grows to love him as his own son. Featuring a staggering array of powers and a heart of pure gold, Astro's only goal in life is to see that humans and robots live together in peace and harmony—a goal that proves elusive at nearly every turn. Beyond his incredible super powers, however, Astro also has something that no other robot possesses: Kokoro. Essentially this means he has all the hallmarks of a human being: heart, spirit, intelligence, and above all, emotions. Astro always makes it a point to attempt to reason with enemies before resorting to the force of arms.



Dr. O'Shay



The head of the storied Ministry of Science, Dr. O'Shay is responsible for reactivating Astro after he met a cruel fate at the hands of his original creator, Dr. Tenma (who was also the original head of the Ministry). A loving and caring individual, he imparts his belief that man and machine can live in peace and harmony to his son Astro and his daughter Zoran. Under his guiding hands, the Ministry becomes a beacon and refuge for robots suffering from the intolerance of not only humans, but their own kind that want nothing more than the total domination of robots over humanity.





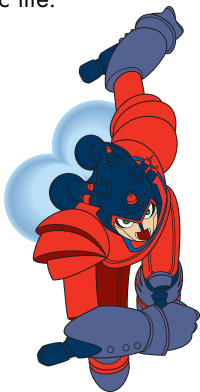
Dr. Tenma



Dr. Tenma wasn't always dedicated to the subjugation of mankind at the hands of robots, but the death of his only son, Tobio, worked a great change in the man,

leading him to destroy the Ministry of Science and embarking upon a life driven only by a misplaced sense of revenge. He created Astro to aid in the loss of his son (more directly as a replacement). When Astro couldn't help but not live up to Tenma's ideals, he was discarded and Tenma moved on to much more evil purposes. Sought out for his keen ability to create robots beyond the realm of the vast majority of scientists, Tenma's creations menace Astro and his friends at nearly every turn. He is driven to these dark deeds in an attempt to assert his dominion over all he surveys, whether it be human or robotic life.

Atlas



Atlas' story is, in many ways, similar to Astro's, but with one key difference: Atlas never had access to a loving father like Dr. O'Shay to steer him in the proper direction. As a result, Atlas came under the sway of Dr. Tenma. Poisoned by the rogue scientist's vendetta against the world, Atlas is now a very powerful pawn traveling a dark and stormy path, forever destined to clash head-on with Astro at nearly every turn—will he ever see the world in a different light?

The Epilogue

If you flip to the very end of this guide, you can locate an additional bonus section that will interest anyone who enjoyed Astro's adventures throughout the Omega Factor!



Stage 1: Metro City

Prologue



NOTE

While it's not recommended (at least the first time through), pressing **START** will skip the Prologue/Training Sequence.

The Omega Factor

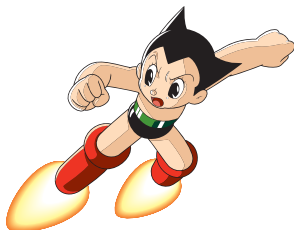


Character 01: Dr. O'Shay

As the game opens up, Astro will have the option to partake in a training sequence. It's a good idea to do this as the reward is an addition to his Omega Factor.



Upon reaching the first sequence, simply do as Dr. O'Shay instructs: Walk up to the barrier, press **A**, then press **A** again while holding up and right.



Upon clearing the wall, proceed right to learn how to beat onrushing foes. Simply keep pressing **A** to string together a series of blows into a basic combo.



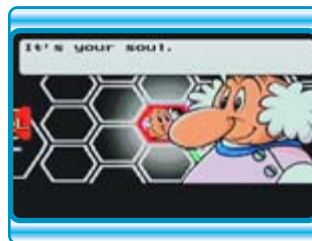
Next up is the ever-handly Finger Laser. Press **↑+A** to execute a blistering laser attack, and watch as Astro's foes go flying to and fro.



The next sequence introduces the Kick. Press **↓+A** and Astro will do a spinning kick that sends foes careening into one another. This is ideal for creating breathing room in tight situations.



The following tutorial entertains Astro with the wonders of his EX Powers: the Arm Cannon (press **R**), the Machine Gun (press **L**), and the EX Dash (press **A+R**). Be aware that each use of these powers drains his EX Attack gauge by one.



With the basic combat and movement functions accounted for, Dr. O'Shay will now fill Astro in on his Omega Factor and how that relates to powering him up.

Stage 1: Metro City



Character 01: Dr. O'Shay



Proceed forward a few steps, Astro will be rewarded with his first Omega Factor in the form of Dr. O'Shay (which is why it was wise to partake of the training sequence). That taken care of, add a point to one of Astro's stats (we recommend "Life" for starters).

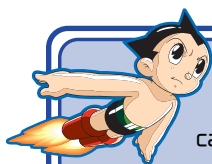
Before long, Dr. O'Shay's assistant, Wato, will be kidnapped! Here's where the adventure really starts!

Stage 1-1

Now the game is afoot! Welcome to Metro City where Astro's adventures truly begin.



The Stage opens up with Astro falling from the sky to the streets below. Upon landing, a group of foes meet him. Step to the far left and unleash the Finger Beam just as the first foe is about to reach Astro.



TIP

The windows located throughout this Stage can be shattered for additional points.

Proceed to the right after the initial batch has tasted justice, and a swarm of mechanized bees will descend from the top left. Leap into the air and thrash them with Astro's punch attack (Ⓢ).



Proceeding to the right, two foes will flank Astro. Leap behind one of them and administer a swift kick (↓+Ⓢ) to send one careening into another. Repeat twice more to complete this section.



The next portion is much like the last. Simply move in, minding enemy bullets, and administer a sound beating to the cannon fodder that appears on-screen.

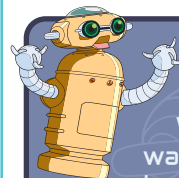


Moving along, the next screen will have Astro assaulted by a few more groups of flying foes. Leap into the air and waylay them with a series of well-placed punches.

On the next screen (with "Gun Stars" in the background), a series of green, snake-like, cannons will descend. A barrage of punches will put them in their place and clear the path ahead.



Before leaving Stage 1-1, nab the heart that lies just before the exit in case Astro sustained any damage during the preceding battles.



Nora's Trivia Challenge #21

What classic Tezuka manga was recently released as a feature length animated movie?

- Metropolis
- Fist of the North Star
- Finding Nemo

Stage 1-2

The Omega Factor



Character: Alejo

As Stage 1-2 opens, Astro will find himself before a series of windows. Notice the little robot across the screen with the "Stop/Go" sign. Execute two Arm Cannon attacks (R) to destroy him.



With the traffic jam now abated, leap up to the top-most set of windows and fire a Finger Beam (or just punch the top right one) to find a surprise!

Character 26: Alejo

It turns out a chap by the name of Alejo was hiding in the rightmost window. Once Astro has made his acquaintance and has added him to the Omega Factor, upgrade Astro's Life once more.

Proceeding to the right, he'll come upon a set of steps leading upward. A rainbow of robots will set upon Astro. Exercise his fists and feet to move on.



The next screen is a hive of activity: a bee hive to be precise. Knock the evil little mechanized insects from the sky one-by-one or as a group if Astro is up to it.

Walking down a set of steps, another visit from the rainbow robot coalition won't end well for them. Bash their mechanical melons in to carry the day.



The next sequence will introduce Astro to his first super-sized foes. In this case they are giant, killer robot, bees. While they appear menacing, three punches a piece will destroy them.



Moving along, Astro will be assaulted by a super-sized group of those green, snake-like, cannons. Step back and unleash an Arm Cannon blast to make short work of them.



The final group of foes on this sub-stage are four giant robots. A simple series of punches will dispatch each one without too much trouble.



Before racing to the next sub-stage, make sure to move slowly to the right and watch for a heart to fall from the sky to replenish Astro's life and EX Power.



Stage 1: Metro City



Stage 1-3

**TIP**

While it's good for earning points and such, Astro can actually exit this sub-stage without defeating all the foes present by dashing past them (double tap ← or → to zip on by).



The following sequence is cut and dry: as soon as the sub-stage opens, run forward and kick the nearest foe, then keep rushing right.



This will barrel all enemies on the same level into one corner where Astro can eliminate the entire group with a series of unrelenting punches.

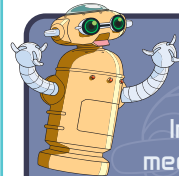
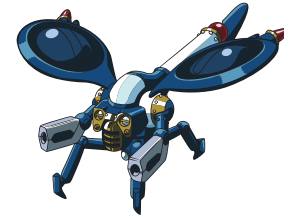
On the next floor, it's the same drill. Leap up and, as Astro moves to the left, execute a mid-air kick to start the dominos tumbling to the left and finish them with punches.



On the third floor, repeat the same process as before, making sure to chase the enemies as they are bundled in a clump to the far right.



Once more, barrel all Astro's foes to the far left, then beat them repeatedly until they go down hard.



Nora's Trivia Challenge #22

In Japan, what illustrated medium is Osamu Tezuka regarded as the "father of"?

- a. Origami
- b. Anime
- c. Manga

Leaping once more to the right, execute another kick to drive the enemies back to where they can be easily dealt with.



And back the other way once more, giving Astro's foes a one way ticket to palooka-ville. Before leaping to the next floor, however, there's a slight change in plans.



On the final tier, have Astro leap into the air and execute an Arm Cannon at the large, green fellows that pop up. That should take out just about everybody waiting on that ridge.



If there are stragglers laying in wait to the right, head over and deal with them via fist and foot, then exit the sub-stage leading right.

Stage 1-4

The Omega Factor

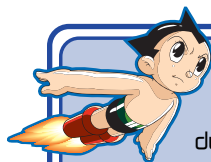


Character 02: Wato Chiyoko

As sub-stage 1-4 opens, Astro will find himself before what eerily resembles a large, wrought-iron web. Not surprisingly, a family of mechanized spiders makes its home here.



Astro will be summarily accosted by a series of fairly small mechanical spiders (14 in total). All he has to do is hit each one twice to send it packing. Be on the look-out for the bombs they drop intermittently.



TIP

If Astro seems to be getting overwhelmed due to sheer numbers, remember that the Machine Gun (□) will temporarily stun all enemies onscreen at the time it's executed.



With the little ones out of the picture, momma shows up. Thankfully, despite her fearsome appearance, she's nearly as easy to defeat. Simply execute 3 Arm Cannons (jump and press [R]) to send her packing fast.

Character 02: Wato Chiyoko

After defeating the big spider, mosey over to the right side of the screen and Astro will find Wato. After speaking with her, she'll be added to the Omega Factor and Astro can add another point to his abilities (again, we recommend "Life" at this point).



Stage 1-5

Boss: Magnamite

Oh boy. This is where things get a bit more interesting. This large, six-legged beast is Magnamite and it's Astro's first real challenge.



Magnamite has three modes of attack: a blistering energy beam that's fired if Astro leaps in front of his mouth; an attack from his front tentacle if he gets in too close to his trunk; and, finally, a crushing attack that he launches from above when his health is whittled down to almost nothing.



Stage 1: Metro City



First, run to the far right and start punching at the rear of Magnamite's abdomen. Keep striking away until Astro finds himself atop the beast.

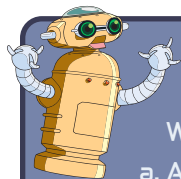


At this point, Magnamite will attempt to strike Astro with his tentacle. Simply leap off and move out of range until it strikes, then get back in and keep punching.

Repeat this process, and Magnamite's health will gradually be depleted. From time to time, it'll also bounce up and down. While it's doing this, it is invulnerable to harm. Simply wait until that subsides and start pounding again.



Once its life bar is reduced to three bubbles (you can find that on the lower left), he'll start his final attack sequence by leaping into the air in an attempt to crush Astro on the way back down.



Nora's Trivia Challenge #23

In Japan, what name is Kimba the White Lion known by?

- Assault Ship Leo
- Jungle Emperor Leo
- Kimba the King of the Jungle



To finish him off from here, he'll leap into the sky and come thundering down. The idea here is to:

- Jump and dash to the left or right (depending on how much room there is).
- As Magnamite comes crashing down, hold the d-pad toward him and press **R** to fire Astro's Arm Cannon.
- Repeat.



Three of those maneuvers will permanently end Magnamite's career as the boss of sub-stage 1-5. Alternatively, if Astro has trouble with timing the Arm Cannon, use the Machine Gun to stun him, then hit him with the Arm Cannon (just be aware that Astro will then have to deliver the final blow(s) with his fists).



Stage 2: Cruciform Island

2-1



NOTE

The end of this sub-stage is approaching when the "sun" in the background reaches the middle of the screen.

With Stage 1 nothing more than a quaint memory, Astro takes to the skies in sub-stage 2-1 to make his way to Cruciform Island.

This stage is the first of the shoot 'em up sequences, and is fairly straight-forward. Simply maneuver Astro as he flies to the left, destroying the waves of enemies with his Finger Beam and EX Powers.



Not terribly far into the sub-stage, Astro will be confronted by a pair of bees and two spiked balls. After destroying those, however, a shower of spiked balls will fall from above. After the third one drops, have Astro dash to the right before he's clobbered.



Midway through the level, Astro will be confronted by a mini-boss of sorts in the shape of a giant bee. Whaling away at it with his Finger Beam and Arm Cannon, be mindful of the bee. Every now and again, it will charge to the screen's left side, then emerge from that side as it make its way back right.



After crushing the overmatched bee, Astro will have to deal with a few more waves of foes. Before long, the "sun" in the background will start approaching at a rapid pace.

Stage 2-2

Boss: Roque Sun

The second large-scale boss in the game is the Rogue Sun. It starts off nice and petite, but looks can be deceiving as the more Astro fires on it, the larger it will grow. The key to beating it is as follows:

1. Initially, use Astro's Finger Beam to whittle it down by rotating around it counterclockwise.
2. After it sprouts tentacles, start laying into it with the Arm Cannon.
3. Any time it gets too close for comfort, use the Machine Gun to buy some time and move out of the way of the tentacles.
4. Repeat steps 2 and 3 until it crashes into the island below.



Stage 2: Cruciform Island



2-3

The Omega Factor



Character 04: The Amazing Three



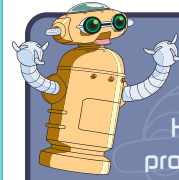
Character 05: Big X



Character 06: Rainbow Parakeet



Character 07: Wally Kisagari



Nora's Trivia Challenge #24

How many episodes were produced of the original, Japanese, *Astro Boy* cartoon?

- a. 193
- b. 100
- c. 373



After dispatching the "sun" Astro will land on Cruciform Island. From here, start jogging to the right.



In a very few steps, Astro will have his first (of many) encounters with the mysterious little boy known as Pook. Pook, it seems, has a few secrets.

Not having much time for Astro, Pook bails leaving Astro to fend off the Amazing Three. It'll take two Arm Cannon blasts to remove these tire-riding misfits as a threat.



Character 04: Amazing Three



After defeating the Amazing Three, they are added to Astro's Omega Factor. This time around, add the upgrade they allow to Astro's Sensor ability.

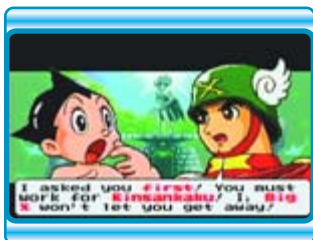
Proceed to the right and on to the next screen.



As Astro arrives on the next screen, if he jumps up, he can claim a heart to replenish his health and restore his EX Attack gauge.



Keep moving to the right, leaping over the pit directly in Astro's path, then proceed off to the next screen to confront...



...Big X! This superhero (of sorts) talks a big game, but he's not so tough. First, he'll triple in size—to deal with this mode, run up and punch him four times each time he appears. For his second form (at 5x his original size), execute three Arm Cannon blasts to take him down.

Character 05: Big X

After beating Big X, he'll be added to Astro's Omega Factor roster. At this point, we suggest you add that point under Punch.



That rough business concluded, head back to the left, and go down the hole Astro leaped over before to alight on the ground below.



Now the path offers two directions: first head left, and dispatch the bat-like critters lying in Astro's path, then drop down once more.



Character 06: Rainbow Parakeet



Immediately to the right of where he just landed, Astro will find another shady character. This time, however, he won't have to fight Rainbow Parakeet to add him to the Omega Factor. Tally him up under Punch.



With that taken care of, head back up and move to the right, past the signpost, and dispatch another set of bat-things, before dropping down.



On the ledge below, Astro will have to deal with another bat (or he could just drop once more, avoiding the fight altogether).



From here, have Astro jet across the small well (past the bat) and to the opposite side. If so inclined, take out the bat.

Stage 2: Cruciform Island



The next step is to jet upward and to the left, where Astro will spy another bat critter. Start pounding on it as he drops to the left.



As Astro falls, be sure to hold ← so he doesn't inadvertently land in the pool of water below—water and robots don't exactly mix.

Character 07: Wally Kisagari



Right next to where Astro lands, he'll spot another character that seems oddly out of place. Have a quick chat with him to get the 411, and Wally Kisagari will be added to Astro's Omega Factor. Tally another one under Punch.



Taking Wally Kisagari's predicament to heart, have Astro destroy the "face" to the left to unlock a passage to the far right.

Now maneuver Astro all the way to the right, backtracking from whence he came. In short order, he'll come across a hole in the ground—dive on in.



2-4



Now Astro will have to deal with the V3 robots. Head to the right to encounter the first. Wade in and strike him three times, then jet over his head and repeat from the opposite side.

Proceed to the right just a bit more, and four V3 robots will confront Astro at once. After they drop in, hop atop the small rise to the left and hit them with two Arm Cannons to take them out.



After dispatching both batches of bots, head to the right to find a heart to replenish Astro's health and EX Power, then exit stage right.



2-5

The Omega Factor

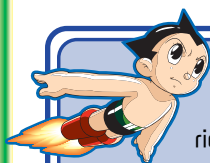


Character 30: Ambassador Magma

At the beginning of sub-stage 2-5, Astro will find himself on a large platform elevator which he'll ride down into the bowels of the earth.



Shortly after the lift begins to slide, several large bees and bats will accost Astro. Eliminate them with Arm Cannon blasts and Machine Gun assaults.



TIP The next hidden character is buried in the wall to the right as the lift descends.

Character 30: Ambassador Magma



This one's tricky: note the spot depicted herein. Astro will have to shoot that arrow with his Arm Cannon to expose Ambassador Magma. After adding him to the Omega Factor, tack another point onto Astro's Life.

After unearthing the good Ambassador, continue fighting into the depths until the lift stops on the lowest level.



At the bottom, Astro will be assaulted by two, miniature, V3 robots. The best plan here is to run over and start pummeling the one on the right for two combos. After that run to the left—the second V3 should leap over Astro.

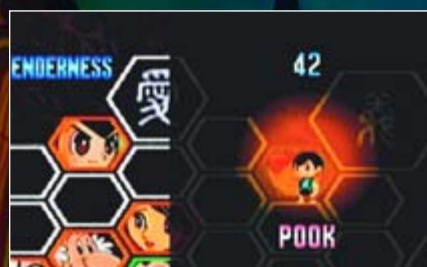


From there, jet over both of them to the right and hit 'em with the Arm Cannon until they both wither under the heat. Grab the heart, then head right.

2-6

Boss: Pook

The Omega Factor



Character 42: Pook



Pook can morph into four different robotic animals at random, none of which is as cute and friendly-looking as his human form. Depending on the critter, the strategy to defeat him varies:



Stage 2: Cruciform Island



Bahamute Force



This form resembles a mechanical shark, and its attacks come in two flavors: it'll leap out of the floor and try to strike Astro, or its dorsal fin will come sweeping across the screen, striking Astro. Wait for it to start swimming back and forth, and hit it with Arm Cannon blasts. Astro can also run in and get in a number of hits as it emerges from the ground.



Hanumaan Force



This form is a large, curly-tailed monkey. To defeat this mechanized fiend, rush in and hit it twice, then jet past him, and repeat the process from the other side. If he strikes Astro, get up and wade back in with fists flying.



When zipping back and forth past it, try to stay low—it'll nail you with its tail if Astro takes to the sky.

Quntole Force



With this bird-like form, Astro needs to leap in and pummel it as it makes its way back and forth across the screen. Pay attention, however, when it starts to unleash a series of burning, metallic feathers that rain down on the area. Also, at times, it'll try to sweep the bottom of the screen, clawing Astro in the process. Alternatively, using the Arm Cannon can be a good way to end this form quickly.



Leo Force



This is probably the easiest of his forms to dispatch. First, get as far away from it as possible, then wait for the green aura to subside. After this, blast it with Astro's Arm Cannon. As it charges, jet over its head, land, and repeat the process.



Character 42: Pook



After dispatching Pook, he'll be added to Astro's Omega Factor whereupon another point will be available for upgrading. We recommend Punch.

Stage 3: Astro vs. Atlas

3-1

The Omega Factor



Character 34: Jetter Mars

Escaping the bonds of Earth's gravity, Astro finds himself upon the moon. Time to crack some skulls.



As the screen scrolls right, Astro will come to a structure. Instead of entering, use his boost ability to fly up the side of the building.



As the chapter begins, Astro will be set upon by a band of flying foes looking for some trouble. A few simple jumps and punches will take them down.



After reaching the ceiling, have Astro punch his way through the first block on the right on his way back down to expose....



Character 34: Jetter Mars

Hidden inside the wall lays Jetter Mars. Having met him, he'll be added to Astro's roster of power-up characters.



Now drop back to the ground below and proceed to the right where Astro will be surrounded by foes on both sides. Your best here is to use the Machine Gun to take them out en masse.



In the next sequence, Astro will have to make his way up the giant shaft while combating a squad of large-sized foes. Keep bashing as you go, and keep in mind that you must defeat all of them to proceed to the right.

When you reach the top, you'll have to take down a trio of blue cannons. Step up and smack 'em or let loose with the Arm Cannon to lay them to waste.



Dropping to the right, Astro will come upon still another band of blue cannons. Show them that Astro's fists are comprised of high-grade steel, then move on.



Stage 3: Astro vs. Atlas



Not too far over, Astro will have to deal with a large-sized cannon. Bash its chrome dome in then proceed up and to the right.

A squad of large-sized cannons awaits Astro's "tender" mercies. Destroy them with the Arm Cannon, then keep moving along.



Still more Arm Cannon action awaits down and to the right. Deal with them, then continue pressing on to the right.



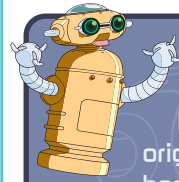
In the next sequence, Astro will have the option of tackling foes above and below: Either way, you'll have to quash both to continue.



Still more super-sized foes wait to the right. The Arm Cannon, naturally, will make short work of them as well as the next few mobs to the right.



When Astro finds himself dropping down a long shaft, hold to the left to make sure that he snares the heart that lays in wait at the bottom.



Nora's Trivia Challenge #25

In what year does the original *Astro Boy* storyline begin?

- a. 2020
- b. 2330
- c. 2000

Stage 3-2

The Omega Factor



Character 35: Fumoon

As the next sequence starts, keep pressing on to the right until Astro reaches this energy trap. From here, you'll want to leap up to the platform directly above.

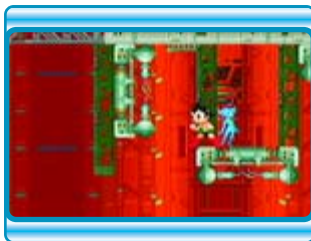


Start punching the area here and, surprisingly, Astro will hit something. Keep bashing away until he reveals....



Character 35: Fumoon

Fumoon! Having added her to the Omega Factor, feel free to pick any category (we'd recommend boning up on life, however).



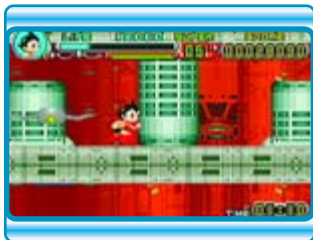
Now have Astro pick his way carefully to the left, minding the energy beams located, well, everywhere. Keep pressing onward until you can move upwards.



Once Astro reaches the next level of platforms above, he'll be accosted by more of those bat critters from earlier. Dispatch them, then press on to the right.



Pressing on as the level switches back to the left, mind the very large, dangerous, energy beams that fire intermittently.



Once more the stage will turn back to moving right exposing a trio of presses that'll crush Astro if you let them. Mind the bats, too, then move on—carefully—to the right.

After passing another series of energy beams, Astro will come upon a heart perched on a ledge. Bag it, then drop down the hole.



Stage 3-3

The Omega Factor



Character 36: Hecate

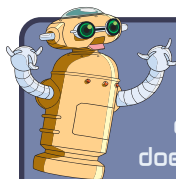
Beginning the next section, Astro will find himself moving up a gradual slope all the while being accosted by foes. First up: several miniature enemies.



Next up, a trio of super-sized foes that need a good thrashing. Finish them off, then press on to the right to face a few more sets.



Now, as you reach the end of the tunnel, leap upwards and to the left before entering the large room to the right.



Nora's Trivia Challenge #26

What organization is Dr. O'Shay in charge of and in which organization does the game begin?

- a. The Ministry of Education
- b. The Ministry of Robotics
- c. The Ministry of Science



Character 36: Hecate

Continue along to the left, and you'll come across Hecate standing out in the open. Have a conversation with her and she'll be added to your roster. Proceed back to the right to face....



Boss: Atlas



After entering a large, window and statue-filled area, Astro will run into Daichi. Unfortunately for Astro it's actually Atlas in disguise!

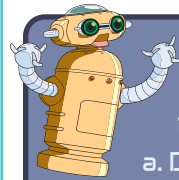


1. As the battle begins let loose with your Arm Cannon (this will be the primary means to destroy him) and start moving downward so you're only catching his feet.
2. Before long, Atlas will let loose with his own Arm Cannon—try not to be in front of it.
3. Now you'll simply want to keep rotating around Atlas and hit him with the Arm Cannon every chance you get. Whatever you do, however, do not stop moving.
4. After taking off half his lifebar, his tactics will change but yours won't. Mind the flashing ball of energy that rotates around him.
5. As was the case before, simply keep orbiting around him at a safe distance and keep pounding him with the Arm Cannon until he's finished.



TIP

If you need to recharge your Arm Cannon, stay away and use your standard laser to do the trick.



Nora's Trivia Challenge #27

What was Dr. Tenma's name changed to in the original, US release of *Astro Boy*?

- a. Dr. Boynton
- b. Dr. O'Shay
- c. Dr. Doom

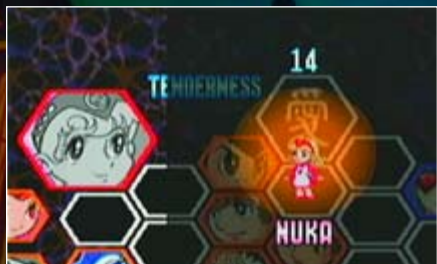
Stage 4: Lord Dead Cross

4-1

The Omega Factor



Character 12: Rag



Character 14: Nuka

Safely returned to the surface of the earth, Astro and company soon find themselves the guests of the President and embark on a trip to Antarctica.

Character 12: Rag

Without lifting a finger, Rag will be added to the Omega Factor. Now the stage begins in earnest.



Heading to the left, Astro will encounter a series of men in dark coats. Better take 'em out just to be safe.

The first batch will give way to another. This group prefers a more stylish shade of green to go with their black and blue.



A few steps further along, Astro will need to rescue a young lady being accosted by further evildoers. Dispatch them to rescue the damsel in distress.



Character 14: Nuka



Though Nuka will be added to the Omega Factor, she does not grant Astro any additional abilities. Now it's time to take to the skies once more.

Nora's Trivia Challenge #28

In the Game Boy Advance version of *Astro Boy*, what weapon does he have that fires from his hips?

- a. Bazooka
- b. Machine Gun
- c. Missiles

Stage 4: Lord Dead Cross



4-2

This shooting sequence opens up with Astro facing the boss himself. Unfortunately, he jets off rather quickly forcing Astro to hunt him down the hard way.

This is fairly straightforward stuff, but there are some things you should know. As most of the enemies fly along on some sort of platform, destroying the platform will kill two birds with one stone, so concentrate your firepower there.



Before long, after dealing with numerous waves of lesser foes, Astro will have to fight the big guy from the beginning of the sequence. However, he'll go down nice and easy with repeated Arm Cannon blasts.



Now heading back in the opposite direction, Astro will have his hands a bit more full this time. While the basic enemies pose very little real threat, there are other, more pressing, concerns.



These large, spiked, mines will prove to be a headache. Your best bet is to destroy them with the machine guns before they become too prevalent.



CAUTION

While most of the mines are destroyable, there are some that are completely resilient to harm. You'll be able to tell by the high pitched noise they make when your laser hits them.



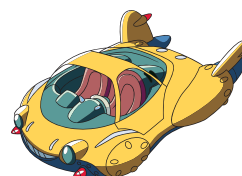
Once more, toward the end of the stage, you'll have to destroy the big man again. This time try to conserve as much Arm Cannon juice as possible as you'll need it shortly.

Boss: Carabs



This large, mechanized, beetle can be tricky, but by following the steps outlined here, he should be disposed of in short order:

1. You'll start out by approaching from behind. Start hitting him with your laser to ascertain his weak point (it's his head area to the front).
2. This is another sequence where using your Arm Cannon will carry the day, so carefully maneuver around to his front and blast him full in the face.
3. The trickiest part about dealing with him isn't his weaponry and resilience—it's his unpredictability in movement. Since you're forced to move with the scrolling, you'll have to be on your toes to avoid being rammed into his chitin-like hide.
4. Keep blasting away with Arm Cannons and he'll go down—probably faster than you might think.



Stage 5: Marine Express

5-1

The Omega Factor



Character 15: Black Looks

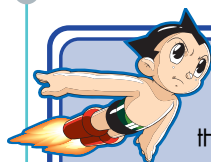
Back from the frigid Antarctic skies, Astro will have to deal with an easier one shortly before catching the train to more remote locales.



The next screen over you'll have to contend with a small army of mini-foes, medium-foes, and giant foes. Send them flying into one another by kicking them across the screen, then mixing in Arm Cannon blasts.



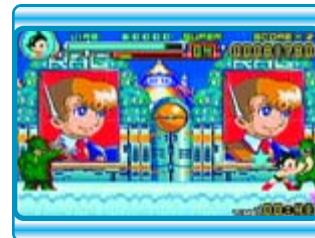
First off, use your Arm Cannon to clear the screen of unnecessary window dressing, i.e. more trench-coated buffoons.



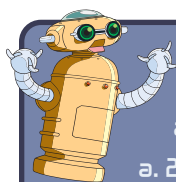
TIP

If you're having some trouble with these sequences, use the Machine Gun to stun them, then lay waste to them with the Arm Cannon.

Moving along, you'll encounter another squad of regular-sized, very resilient foes. Move in there and start pounding. Mind the fact that they are very resistant to kicks.



Finally, another squad of large-sized foes will seek to end Astro's adventure prematurely. As with their smaller siblings, they're more resistant to kicks than your average foe. Take them one at a time and use that Arm Cannon!



Nora's Trivia Challenge #29

For how long did Osamu Tezuka create and write new *Astro Boy* comic stories?

- a. 21 years
- b. 10 years
- c. 3 years

Character 15: Black Looks



After defeating the last set of foes, you'll be granted Black Looks for the Omega Factor. Choose a power-up and then it's on to the train.

Stage 5: Marine Express



5-2

The Omega Factor



Character 28: Kennedy

At the train platform, the man is making a mad dash for it! Don't let Dead Cross get away.



But, first turn around and take a gander at the waste basket located nearby. Start pounding on it until it's no more to receive a nice surprise.



Character 28: Kennedy



Hiding in the garbage is Kennedy of all people! After freeing him from his predicament (so to speak), he'll be added to Astro's Omega Factor.



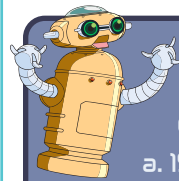
Proceeding to the right, down the platform, another band of Black Looks will show up to ring Astro's bell. Leap to the far right and let loose with kicks (or Arm Cannon).



As the train looms into view, it's time to deal harshly with still another band of Black Looks (dressed in green and red, actually).



Ere long, Dead Cross will board the train to make his escape! However, he probably didn't wager on Astro giving an airborne chase.



Nora's Trivia Challenge #30

In what year did the first color version of *Astro Boy* debut on television?

- a. 1977
- b. 1982
- c. 2003



5-3

The Omega Factor



Character 16: Dead Cross



Upon alighting atop the speeding train, Astro will have to fight the wind as well as a few Black Looks as he makes his way right.



In fairly short order he'll reach a car with an opening in it. Drop inside, then maneuver Astro all the way to the left to snag a hidden heart.



Making his way back to the right, Astro will have to fend off a band of Black Looks. Use your kicks to send them barreling into one another for a fairly quick victory.



The next car up is much the same: a squad of trench-coated thugs just looking to get their clocks cleaned. Mix in the Arm Cannon to spice things up a bit.



On to the final car, it looks as if Dead Cross has a rather sizable, hulking friend...

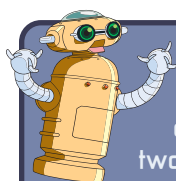
Boss: Dead Cross



This fight is primarily centered on defeating Dead Cross' robotic pal as he is, far and away, the much deadlier threat.



1. Your best bet, really, is to hang back and simply lash out at both of them with the Arm Cannon.
2. If you deplete the Arm Cannon, use the laser to charge it back up and keep raining pain on your enemies.
3. If the robot gets too close, simply jump and jet over its head, turn around, and keep fighting.
4. Once the robot goes down, Dead Cross will follow with almost no trouble. An Arm Cannon blast should finish him off nicely.



Nora's Trivia Challenge #31

How many other *Astro Boy* video games are there in addition to the two newest ones?

- a. 12
- b. 6
- c. 2

Character 16: Dead Cross

After defeating him, Dead Cross will be added to Astro's rapidly-expanding Omega Factor. With that, the level ends.





Stage 6: Lost World

6-1

After a lengthy cinema sequence, Astro finds himself a stranger in a strange land. This is no time to dawdle, however, as enemies are on the prowl.

The initial band of enemies drops in unannounced from the sky above: 6 in total. These Incan warrior-types present a new twist: they'll use their shields to block at times.



That first batch will give way to a second batch—this one with stylish, purple, shields. As with their forebears, let loose with a kick or three to deal with them.



The next sequence will present another new foe: a Moai head on a unicycle (of sorts). Use the Arm Cannon to take down these monstrosities before they flatten Astro.



Before long you'll have to confront a combo assault of Moai heads and Incan warriors. Mix it up with Arm Cannon and kicks to get the most bang for your blast.



6-2

The Omega Factor



Character 37: Unico

Next up: three giant Incan warriors. As with their smaller siblings, just pound away until they are pushing daisies, but do not proceed to the right after they're finished.



Now you'll want to boost your way straight up, repeatedly, until you see the object depicted here. A jet or two more and you'll come upon....

Character 37: Unico



Unico is ensconced within the golden sculpture at the very top of the screen. Crack it open to free the cute little guy.



Retreating to the ground below, Astro will now have to deal with a pair of mini-Moai heads. Arm Cannon them out of existence, then proceed right.

In the fight corner you'll meet a small army of micro Incans. Get in there and kick them senseless, then proceed onward.



The next batches of enemies are giant-sized Incans. Keep moving during this fight as they tend to block. Think about using your boost attack to mix things up (and to nullify their blocks).



Now here's trouble: two absolutely huge Moai heads. You'll have very little room to operate, so get in there and repeatedly Arm Cannon them until they're destroyed.

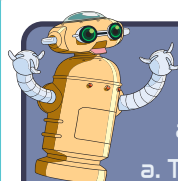
6-3

The Omega Factor



Character 38: Don Dracula

This next sequence is very tricky. You'll need to climb the side of a pyramid while avoiding (or destroying) a series of rolling foes.



Nora's Trivia Challenge #32

Astro's sister, Zoran, possesses one ability that he does not. What is it?

- a. The ability to dance
- b. The ability to speak with animals
- c. The ability to communicate with satellites

Your best bet is to boost past them. This will allow Astro to sail past without harm. Destroying takes too long and they are very, very resilient.



Every so often there'll be a notch in the side for Astro to hide in and catch his breath. Avail yourselves of these if necessary.



Upon reaching the apex, you'll find a train. As you move forward, Arm Cannon the second doorway to reveal....

Character 38: Don Dracula

Don Dracula is keeping himself from harm's way by lounging in the train. With him added, you'll get another point on your stats.



With that, make a run for the right side of the screen (watch out for those giant wheels!). It's time to do battle with Sharaku.





Boss: Sharaku

The Omega Factor



Character 44: Sharaku



Character 17: Rock



Sharaku can appear very intimidating, but with the right plan of attack he's not nearly as tough as he might seem. First off, be aware that his attacks come in many, bad, flavors:



Aztlan: This attack involves Sharaku summoning forth a large, centipedal, critter that rains fire on Astro if he flies beneath it. Just keep orbiting Sharaku in circles to avoid it.



Atonatiuh: This attack involves raining shards of rock down on Astro's head. These do a lot of damage, so carefully slide left and right to avoid them.

Homing Spears: Sharaku will toss a series of spears at Astro which will track him down. Just keep moving in circles around Sharaku to avoid them.



Mictlan: This critter fires ice crystals and, to stop it, you need to remove its tail... with your Arm Cannon.



1. To defeat Sharaku, you'll simply want to pound away at him with the Arm Cannon.
2. Keep moving in circles around Sharaku as the battle rages to stay safe.

Character 44: Sharaku



After defeating him, Sharaku will be added to the Omega Factor.

Character 17: Rock



Rock is added as the stage concludes.

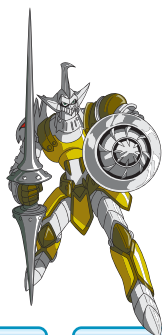
Stage 7: World's Strongest Robot

7-1

The Omega Factor



Character 19: North



Boss: North



The first of five bosses, North can be a real pain in the neck without knowing precisely what it takes to bring him down. He tends to deflect all of Astro's attacks with a wave of his sextuplet hands. If you should be so difficult as to use your EX Attacks, well, you'll pay for it.



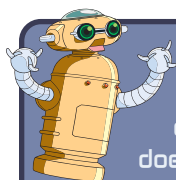
To defeat him, you'll have to initially leap in and punch, then execute a dash attack to hit him in mid-air.



After you've depleted two of his life bubbles, he'll start mixing it up with energy beams, drills, gear attacks, and a whole assortment of varied assaults. Generally, though, he'll stick to the drill attack which is easily avoidable if you stay to the right.



Defeating him is fairly cut and dry once he starts employing his secondary attacks. Jump up and hit him with the Arm Cannon or jump in and punch away—just make sure you strike his eyes.



Nora's Trivia Challenge #33

While she has one ability that Astro does not, which of the following powers does Zoran lack?

- a. The power of flight
- b. Superhuman strength
- c. Superhuman speed

Stage 7: World's Strongest Robot



Character 19: North



Once you've defeated him, he'll be added to the Omega Factor—then it's on to the next boss.



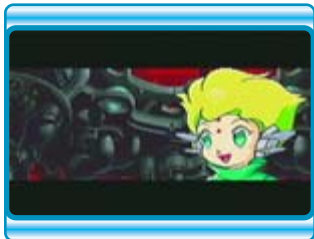
7-2

The Omega Factor



Character 20: Denkou

Boss: Denkou



Denkou is tricky because you can't simply run up and smash him. First you'll have to make him visible by striking the machines around the level, *then* you can rush in and pound on him (preferably with the Arm Cannon).



The only way to make him visible is to first hit the generators scattered about the area. Don't try to strike him until you can see him.

While Denkou won't attack directly, he will drop bombs high and low as he runs about the level. This pace increases to a frenetic pitch as his life bar is depleted.

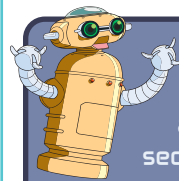


Once he's visible, pulverize him with the Arm Cannon or get up close and personal and let your iron-clad fists do the talking.

Character 20: Denkou



After breaking a pretty big sweat chasing him to and fro, Denkou will be added to the Omega Factor once you finally whittle away his life bar.



Nora's Trivia Challenge #34

While Astro possesses many amazing powers, what is the true secret to his indomitable spirit?

- a. Kokoro
- b. Sushi
- c. Origami

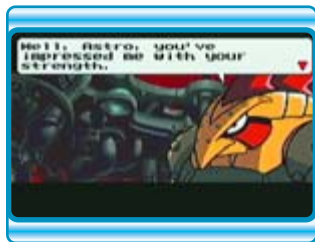
7-3

The Omega Factor



Character: Brontus

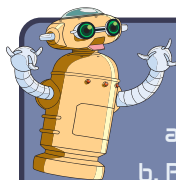
Boss: Brontus



The rather sizable Brontus is up next. This chicken-headed beast transforms into a spinning buzz-saw and also issues a nasty energy blast from his chest.

The first thing to watch for from Brontus is his whirling blade attack. You'll know it is coming when he sticks his arms forward and makes a "clang" sound. At that point, you'll need to beat feet and jet up and over him to get away.

You'll also have to be wary of his hopping attack, though it's very slow and fairly easy to avoid. It causes a great deal of damage if it does manage to connect.



Nora's Trivia Challenge #35

How did Dr. Tenma's son, Tobio, perish?

- a. House fire
- b. Plane crash
- c. Car accident

The final attack you need to be aware of is his blue energy bolt attack. This will come in three shots and he'll always fire at exactly where he is at that moment. Pause for a moment, then leap out of the way.



Attacking him simply requires that Astro strike the blue "target" on his chest. This is the same spot his energy bolts come from, so either punch or blast away with the Arm Cannon every chance you get.



Character 21: Brontus



Defeat him in mortal combat and Brontus will deliver up to you his essence for the Omega Factor. With that locked in, there are only two bosses to go!

7-4

The Omega Factor



Character 22: Epsilon

Stage 7: World's Strongest Robot



Boss: Epsilon



Epsilon is the sole female boss of the final five, but she's certainly not the weakest by any measure. Her array of water-based attacks can prove tricky for even the hardest of Astro Boy's tactics.



First off, you'll have to watch for her sea urchin attack. During it, she'll summon a cluster of the prickly foes that'll gravitate towards Astro, basically forcing you to waste an EX Attack (the Machine Guns) to keep them away.



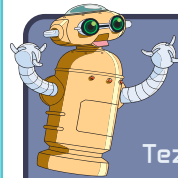
When you see a beam of energy erupt from her brow launching straight up, immediately start watching for the targeting reticule on the ground. Once it's on Astro, dodge right or left to avoid a devastating blast. Also note that it will keep firing for at least five bolts.



You'll know her final form of attack is coming when she raises her arm. A pod of dolphins will fly across the screen knocking Astro down hard. And, even if you dodge those, watch out for the whale at the end of the assault!



There's no trick to beating Epsilon—just pound away at her until she finally goes down under the weight of Astro's assault.



Nora's Trivia Challenge #36

Prior to becoming its own, stand-alone, comic Astro played a role in what other Tezuka comic strip?

- a. Captain Atom
- b. Atom and the Ants
- c. Up and Atom

Character 22: Epsilon



Take her out and she'll be added to Astro's Omega Factor. With that, there's only one more boss to go!

7-5

The Omega Factor



Character: Pluto

Boss: Pluto

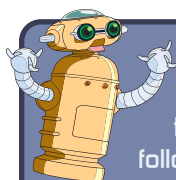
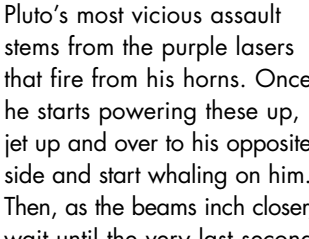
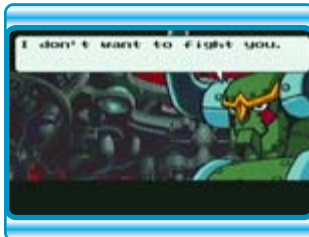


The final boss, and he's a doozy. The mighty Pluto talks a big game and can back it up with a bevy of assaults that are anything but beneficial to Astro's well-being.



Pluto's most vicious assault stems from the purple lasers that fire from his horns. Once he starts powering these up, jet up and over to his opposite side and start whaling on him. Then, as the beams inch closer, wait until the very last second before they hit and use Astro's Boost EX Attack to jet up and through Pluto diagonally. This is how you'll gradually whittle him down to nothing.

He also has a second energy attack that sets the floor on fire beneath Astro's feet. Simply jetting above this will keep Astro safe.



Nora's Trivia Challenge #37

The Japanese title "Tetsuwan Atom" translates literally as which of the following?

- a. Atom the Atomic Boy
- b. Atom the Iron Arms
- c. Atom the Atomizer



He'll also unleash a volley of missiles from time to time. To avoid these, either use the Machine Guns to take them out, or do your basic boost to fly around them until they wing harmlessly away.



You'll also have to keep a wary eye out for his tornado attack. As soon as you see him winding up, start moving in the opposite direction to avoid taking a nasty blow.

Character 23: Pluto



When you finally vanquish him, Pluto will be locked into the Omega Factor, becoming an aid, rather than a hindrance in Astro's quest...which is now over?

Not Quite Done

Game Over?

Though it may seem like you've run out of levels to beat, it's not over yet! Join us in the next chapter to discover that your adventure has just begun!





Grand Epilogue

It's Not Over Yet

Just because it looks like you've beaten the game doesn't make it entirely so. Now that you have access to the level select screen, it's time to **really** finish the game.

The following section will take you through the second pass of the game, but it will only note key differences from the first pass insofar that you could miss them if you weren't careful.

To keep spoilers to a minimum, we'll tell you where to go but, unless serious gameplay is involved, we won't tell you the precise make-up of those events. Also be aware that you must play through the game in its entirety a second time to see all it has to offer (and to get the real ending).

Start a New Game from Stage 0-1



To begin with, you'll need to start a new game from scratch (at the level select screen) from Stage 0-1. This is the tutorial stage—make sure you don't skip through it!

Visit Stage 0-5



After completing Stage 0-1, head over to the now available Stage 0-5 to check in and see what's going on over there. After that, go back and start at Stage 1-1.

Character 33: Drake

After defeating the first few enemies on 1-1, you'll run into the ruthless and conniving Drake. He'll be added to the Omega Factor at that point (though not fully "activated"). From there, continue on through the game.



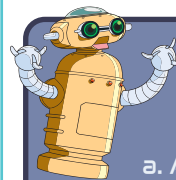
Character 29: Boon



After defeating Magnamite, you can back out to the Level Select screen and head over to Stage 0-4 to meet Boon and add him to the Omega Factor if you picked up Ambassador Magma a ways back.

Character 14: Nuka

At the beginning of Stage 3-1, Nuka will automatically be added to the Omega Factor.



Nora's Trivia Challenge #38

On what date was Astro Boy created in the original comic strip?

- a. April 1, 2000
- b. April 18, 1974
- c. April 7, 2003

Character 11: Atlas

Once you make your way back to Atlas on the moon on Stage 3-5 (and defeat him) he'll be added to the Omega Factor.

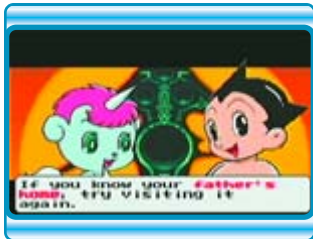


Character 27: Abercrombie



During the course of Stage 4-1 you'll come across Abercrombie being held hostage by some robots. After defeating the 'bots, he'll be added to the Omega Factor.

Talk to Unico Again



When you reach Stage 6-2, be sure to jet up and shatter the golden statue again to speak to Unico once more. He'll provide some valuable advice.

Back to Stage 0-5



After speaking with Unico, go back to Stage 0-5 and you'll acquire Dr. Tenma for the Omega Factor. From there, head back to Stage 6-2 and continue on.

Don Dracula, Take 2

Scale the pyramid in Stage 6-3 once more. Unearth Don Dracula again to have a conversation with him (he's in the second doorway on the train), then keep on moving.



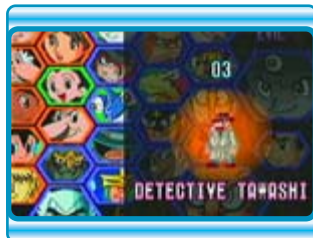
Character 18: Sapphire



Defeat Sharaku once more and Sapphire will be added to the Omega Factor.

Character 03: Detective Tawashi

Defeat North a second time in Stage 7-1 and you'll be rewarded with the good detective for the Omega Factor.



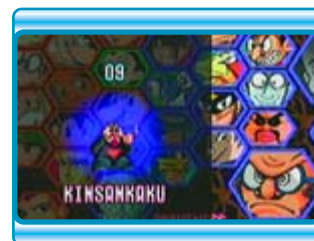
Character 08: Skunk Kusai



Take down the mischievous Denkou a second time in 7-2 to earn Skunk Kusai for the Omega Factor.

Character 09: Kisankaku

After another successful tussle with Brontus in Stage 7-3, Kisankaku will be added to the Omega Factor.

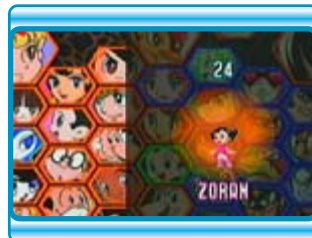


Character 10: Mr. Tokugawa



Defeat the femme fatale Epsilon once more in Stage 7-4 to earn Mr. Tokugawa for the Omega Factor.

Character 24: Zoran



A second donnybrook with Pluto will yield Astro's sister Zoran for the Omega Factor!

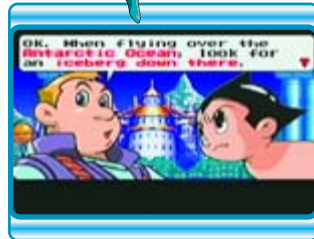
Still Not Done?

Now you've completed a second pass at the game and yet you're still not done! What's next? Well, now the game takes an even more RPG-esque turn. Time to revisit some people from previous outings to save the past so that the future has a happy ending.

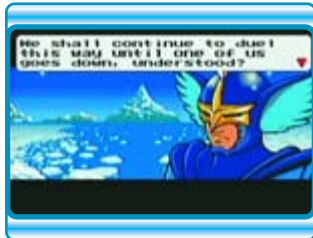


Revisit Abercrombie

First off on the final leg of our adventure is another trip to Stage 4-1 to re-rescue Abercrombie from his robotic tormentors. As you're cruising over the Antarctic, these robots fly low to enter Stage 0-2. That'll take you to....



Boss: Blue Knight



After a lengthy intermission, you'll have to face Blue Knight in a duel. The duel consists of a series of countdowns followed by an actual joust.

The countdowns and jousts work as follows:

- Countdown of 3 for 4 Jousts
- Countdown of 2 for 2 Jousts
- Countdown of 1 for 1 Joust
- Countdown of 0 for 3 Jousts



When the actual joust occurs, it is **imperative** that you **not** hit any buttons until the precise moment of the strike as depicted here. When it says so, **hold** @ and do not simply tap it.

The timing can be tricky (especially on the final 3 Jousts as they come **very** quickly), so stay on your toes!

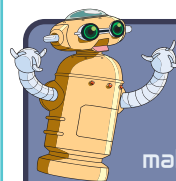
Character 25: Blue Knight



Upon defeating him in the joust, Blue Knight will be added to the Omega Factor.

Character 13: Duke Red

Duke Red will be added to the Omega Factor roster as part of the cinematic following the defeat of Blue Knight at Astro's hands.



Nora's Trivia Challenge #39

In meters, Astro Boy measures approximately 1.35. What does that make him in feet?

- a. 5'
- b. 4.5'
- c. 10'

Next Stop: Stage 1-2



You'll have to free Alejo from his glass prison once more at the outset of 1-2 and have a chat with him to proceed onward (he's in the upper right window).

Drake Redux



After that, head back to 1-1 to speak with Drake once more to continue delving deeper into the mystery (he's at the very beginning of the Stage).

Atlas: One More Time

Now it's time to return to 3-5 and battle Atlas once more where upon the story will move along to its next phase.



Garbage Pail Kid: Kennedy

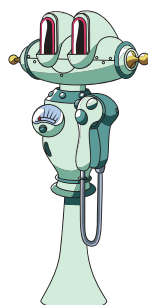


From Atlas, you'll need to dig Kennedy out of that garbage pail again in 5-2 so he can fill you in on some of the missing pieces of the puzzle.

Character 41: Black Jack



That'll open up stage 0-3 "Doctor Black Jack's House." Now would be a good time to go over there and see what's what...which will net you Black Jack.



Golden Parakeet Redux

Now it's off to stage 2-3 (Cruciform Island) once more. After dealing with the Amazing Three again, head into the island interior and speak with Rainbow Parakeet again.

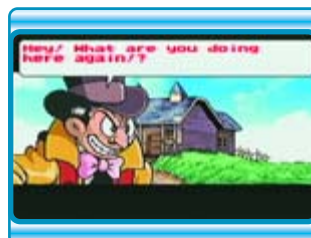


Character 40: Pinoko

Now it's off to 2-6 to rescue Pinoko from the clutches of someone you ran into a bit earlier in the game (and, no, you won't have to fight Pook again). That taken care of, Pinoko will join the Omega Factor club.



Boss: Super-sized Roboid



Now you'll need to return to Stage 0-3 to confront Ham Egg and his treachery. Unfortunately for Astro, he brought back-up—really **BIG** back-up.



Though the Roboid looks fearsome, it's really a pretty simple matter to dismantle this gargantuan goon.

Start out by punching away at his left side. You should be able to get four punches in before he lays the smack down.

As you complete the fourth hit (it should be an auto-kick), hit **Ⓢ** and press **→** to boost over to his opposite side.

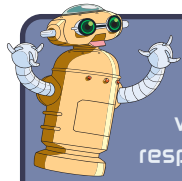


Repeat the process on his opposite leg, then jet back and keep that up until...





...he pulls away from Astro. At this point he's going to lunge with a very nasty sword strike. Be sure to boost straight at him as he lets loose or, alternatively, straight up.



Nora's Trivia Challenge #40

Which Japanese developer, famous with hardcore gamers in particular, is responsible for the GBA *Astro Boy*?

- a. Treasure
- b. Konami
- c. AM2

Character 39: Ham Egg



Put away his Roboid, and Ham Egg will be added to the Omega Factor, post-haste.

Character 41: Black Jack

After a lengthy cinema following Ham Egg's crushing defeat, Black Jack will be ensconced in the Omega Factor, bringing you one step closer to filling it.



To the Moon, Astro!

Before long, you'll find yourself back on the moon (in area 3-5 to be precise) wherein Black Jack will have to perform emergency surgery!



Boss: Atlas



Once more, Atlas will appear to wreak havoc with the situation. You beat him in the standard manner, **but** you have to mind the oxygen tent at the bottom of the screen. If it takes too much damage, it's "game over" so steer Atlas toward the ceiling.



Character 31: Daichi

Upon defeating Atlas and witnessing another lengthy intermission, Daichi will be added to the Omega Factor finally laying Atlas to rest, so to speak.



Character 32: Prime Rose

Rolling along immediately after Daichi, comes Prime Rose. She'll be bonded to the Omega Factor but we're not done yet....



Character 33: Drake

Finally, Drake will be “colored in” and made a full part of the Omega Factor after learning that robots aren’t half-bad after all.



Stage 8: World's Greatest Adventure

While “Stage 8” isn’t a proper set of levels in the sense that you can’t access them from the Level Select screen, it does feature one last leg for our intrepid hero to conquer.



Flight Through Space



Time for one last, hairy, flight through space blasting all that crosses your path. Though it seems tricky, you do have one ace up your rocket-powered sleeve: since there are so many foes and so many take multiple hits to eradicate, your

EX Attacks will be constantly at full power. This means you can basically soar through the level using Astro’s Machine Guns and Arm Cannon the whole way through.

Magnamite Redux



The first of three bosses (in a row), you’ll take down Magnamite the exact same way you always have. Be warned, however, that you only get one life bar to beat all three bosses, so take care!

Renegade Sun Redux



As was the case with Magnamite, you’ll have to take down this beast again. Follow the same pattern you’ve used in the past (he’s exactly the same) to make him super nova.

Beetle Bot Redux



And, finally, this flying monstrosity is all that stands in your way of, well, more fights. Again, though, the same pattern will take him and his kin.

Sharaku Redux



As with those that have gone before, Sharaku fights with the same pattern of attacks as previous incarnations, but with a twist: Death Mask will, intermittently, fire out highly destructive bolts of energy that will make Astro’s life miserable. However, you can see these coming a moment before they go off. Just stick to your Sharaku patterns of the past and he should go down fairly easily.



The (real) Final Boss



This is it: the final battle for all the marbles. Astro vs. Pick as the heart of Garon. While he may look intimidating, he's actually probably not the most difficult boss you've faced.



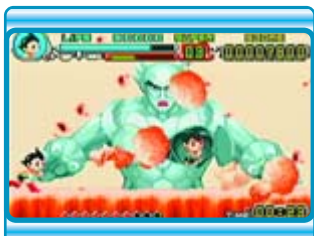
He has three assaults you'll need to be keenly aware of.

First off, he fires bolts of purple energy from either hand: these are fairly easy to dodge either by standing in the opposite corner or boosting through them when necessary.



Secondly, whenever he raises his hands to mid-level (as depicted) you can bet a storm of meteors is incoming. It'll take some agility to dodge these depending on the intensity of the assault **or** the Machine Gun makes short work of them.

If Garon raises his arms as depicted, jump up and boost twice straight up. If you're touching the ground when his fists strike, it's instant death!



To destroy Garon, you'll need to blast, punch, or otherwise assault Pick whenever he pops out of Garon's chest. The easiest way to do this is with the Arm Cannon, however, punching him up close and personal will do the trick when the EX Attack isn't available.

Character 43: Garon



After routing him, Garon will be added to the Omega Factor finally and completely filling it. Congratulations!

Almost there...

Upon defeating Garon, you have one last task to see to: carrying Nuka through the debris of Death Mask toward the raging nuclear inferno that is the Sun! You can use Nuka (she's the sheet of metal) to "surf" across the top of the incoming debris, but be sure to watch Astro's head! After maneuvering this last "mine" field, you've done it!



The End!



The ending is pretty fantastic so we won't spoil it here except to say that: at "The End" screen **wait** for it to run its course!



Omega Factor Cheat Sheet

Shortcuts

In case you didn't want to read the entire walkthrough, we've included this thumbnail guide to track down each member of the Omega Factor club for your easy perusal.

00: Astro

Available at start.

01: Dr. O'Shay

Stage 0-1: Complete training quest.

02: Wato Chiyoko

Stage 1-4: Rescue her from the spider boss.

03: Detective Tawashi

Stage 7-1: During second pass, defeat North.

04: The Amazing Three

Stage 2-3: Defeat them.

05: Big X

Stage 2-3: Defeat him.

06: Rainbow Parakeet

Stage 2-3: In the "labyrinth" on Cruciform Island, in the upper left chamber.

07: Wally Kisagari

Stage 2-3: In the "labyrinth" on Cruciform Island, near a stone face.

08: Skunk Kusai

Stage 7-2: During second pass, defeat Denkou.

09: Kisankaku

Stage 7-3: During second pass, defeat Brontus.

10: Mr. Tokugawa

Stage 7-3: During second pass, defeat Brontus.

11: Atlas

Stage 3-5: During second pass, defeat him.

12: Rag

Stage 4-1: You earn him after speaking with him.

13: Duke Red

Stage 0-2: Defeat Blue Knight.

14: Nuka

Stage 3-1: During second pass, you'll get her at the beginning of the stage.

15: Black Looks

5-1: Complete Stage.

16: Dead Cross

Stage 5-4: Defeat him.

17: Rock

Stage 6-4: Complete stage.

18: Sapphire

Stage 6-4: During second pass, defeat Sharaku.

19: North

Stage 7-1: Defeat him.

20: Denkou

Stage 7-2: Defeat him.

21: Brontus

Stage 7-4: Defeat him.

22: Epsilon

Stage 7-4: Defeat her.

23: Pluto

7-5: Defeat him.

24: Zoran

Stage 7-5: During second pass, defeat Pluto.

25: Blue Knight

Stage 0-2: Defeat him.

Omega Factor Cheat Sheet



26: Alejo

Stage 1-2: Shatter upper right pane of glass.

27: Abercrombie

Stage 4-1: During second pass, rescue him at the end of stage.

28: Kennedy

Stage 5-2: Head left and crack open the garbage pail.

29: Boon

Stage 0-4: Speak to Don Dracula then visit Stage 0-4.

30: Ambassador Magma

Stage 2-5: On the elevator, destroy invisible area on right.

31: Daichi

Stage 3-5: During second pass, defeat Atlas.

32: Prime Rose

3-5: During second pass, defeat Atlas.

33: Drake

Stage 3-5: During second pass, defeat Atlas.

34: Jetter Mars

Stage 3-1: Fly straight up after first enemy sequence; break second block from top.

35: Fumoon

Stage 3-3: Hit invisible barrier in bottom right corner on platform.

36: Hecate

Stage 3-4: After defeating foes, proceed to upper left corner.

37: Unico

Stage 6-2: Boost straight up after defeating initial batch of enemies; destroy golden statue.

38: Don Dracula

Stage 6-3: Destroy second door on train at top of pyramid.

39: Ham Egg

Stage 0-3: During second pass, defeat Giant Roboid *after* rescuing Pinoko.

40: Pinoko

Stage 2-6: During second pass, watch event.

41: Black Jack

Stage 0-3: During second pass, defeat Giant Roboid.

42: Pook

Stage 2-6: Defeat him.

43: Garon

Stage 8-4: Defeat him.

44: Sharaku

After beating game on second pass, let credits roll fully (do not skip past "The End").

45: Dr. Tenma

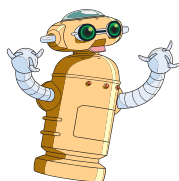
Stage 0-5: Go to stage; watch event (after speaking to Unico on Stage 6-2).

46: Phoenix

Finish the game on the first pass.



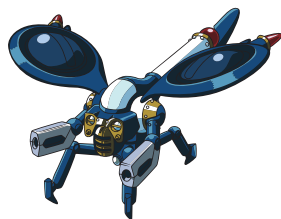
Extras



Nora's Trivia Challenge Answer Key

If you took the Nora Trivia Challenge, you'll find all the answers listed right here:

- | | | | |
|-------|-------|-------|-------|
| 1. B | 11. A | 21. A | 31. C |
| 2. B | 12. B | 22. C | 32. B |
| 3. C | 13. C | 23. B | 33. A |
| 4. A | 14. A | 24. A | 34. A |
| 5. B | 15. B | 25. C | 35. C |
| 6. C | 16. B | 26. C | 36. A |
| 7. B | 17. A | 27. A | 37. B |
| 8. A | 18. C | 28. B | 38. C |
| 9. C | 19. A | 29. A | 39. B |
| 10. A | 20. A | 30. B | 40. A |



Interview with Sonic Team (PS2 *Astro Boy* Developer)

P: Prima

S: Sonic Team

P: How many people worked on the game? Who was the director and what else has he/she done?

S: My name is Mineko Okamura, producer of *Astro Boy*. I have worked as senior assistant producer with Sega on both the *Space Channel 5* series (PS2/DC) and *Rez* (PS2/DC).

At the last stage of development, the team grew to 46 people. The game's director, Hideki Anbo, has worked on many games including *Space Channel 5 part 2* (PS2/DC), *Giant Gram: All Japan Pro-Wrestling 2* (DC), *All Japan Pro-Wrestling Featuring Virtua* (SS), and *Virtua Fighter for 32X*.

P: What was it like working with a Japanese cultural icon in the guise of *Astro Boy*?

S: The whole team, but especially the artists, respect Osamu Tezuka (the author of *Astro Boy*) as the most innovative animator in Japanese history. As you can imagine, we are excited about being a part of his creations.



P: Was there a lot of pressure to deliver something very special due to the nature of the property and its place in so many hearts?

S: When I was a kid, *Astro* had already been a big hero in Japan, but had faded a little from the limelight. That took a little of the pressure off. I am excited because I believe that our game might be one of the first introductions of *Astro Boy* to 21st century kids. I am very proud of that.

P: What challenges does working on a licensed property offer that the latest *Sonic* title doesn't?

S: *Astro* became a new hero not only for Sonic Team, but for Sega. I think this game marks a new step for us in terms of creating more variety in our lineup. I hope Sega will continue to make collaborations like this in the future.

P: As this is Sonic Team's first dedicated foray onto PlayStation 2 (the multi-platform *Sonic Heroes* notwithstanding), how did you find the experience? Was it more difficult than working on Game Cube?

S: Almost all of the *Astro Boy* development team came from United Game Artists, so we already had experienced working on the PlayStation 2 platform. I would like to share this experience with Sonic Team for future games.

P: As far as technology behind the game goes, was the engine built from the ground up for this game?

S: We combined new and proprietary visual effects tools specific to this game with Havok2 physics technology.



- P:** Sonic Team, via the Sonic series, has had over a decade to hone its craft in regards to creating character-oriented games—do you ever yearn to work on a car racing, fighting, or sports game?
- S:** Sonic Team aims to continue creating new, vivid, and high quality games. We do not judge a game by its genre, but by its fun factor. It is possible that we could make such games in the future.
- P:** Do you ever miss the fact that Sega is no longer involved in the creation of their own hardware on the consumer side of the business? Do you feel this has affected Sega in some ways?
- S:** It is pity that Sega left the hardware business, however, now we have more freedom to consider the users and technical aspects for each console and create games that match.
- P:** In the West, there's some confusion over whether Sonic Team were involved with *Astro Boy* from the outset—was this game originally conceived by you or was it handed off at a later stage of development?
- S:** Originally the *Astro Boy* project started within United Game Artists, however, due to Sega's studio reorganization, our team moved to Sonic Team. At that point, some Sonic Team members joined the team—they presented the team with a great development environment.
- P:** As he isn't quite the same thing as Sonic (with a very long gaming lineage), do you think it's difficult to bring the same sense of awe and wonder that *Astro Boy* inspires in Japan to Western gamers?



- S:** I don't think so because an American flavor has been added to the show. It's more localized than the Japanese anime, so I think children in the US may take to Astro like they did to *Dragonball* or *Yu-gi-oh*.
- P:** Any chance of further *Astro Boy* adventures from Sega and Sonic Team?
- S:** We are still deciding on this.

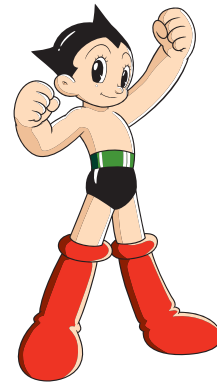
P: What's next for Sonic Team?

S: *Phantasy Star Universe*, *Sega Super Stars* for PlayStation 2 EyeToy, *Sonic Mega Collection Plus* for PlayStation 2, and lots of others!

P: Anything you'd like to say to your fans in America?

S: This game is a fun, 3-D "robot" action game, based on the story about "human nature." When you take on the role of Astro, even you can become a superhero!

Prima would like to thank Sonic Team for taking some time out to answer our questions—thanks folks!



Interview with Hitmaker (GBA *Astro Boy* Developer)

P: Prima

H: Hitmaker

P: Who is the director behind the GameBoy Advance version of *Astro Boy*?

H: My name is Tez Okano from Sega. *Astro Boy: Omega Factor* was the first GBA title that I have worked on. Some titles I've worked on in past years include *Dragon Ball VRVS* at AM3, and *Sega GAGA* at Hitmaker.

P: This title feels a lot like (unreleased in America) *Alien Soldier*—was this intentional and did it share any of the same team members?

H: It must be intentional. Basically, I am a fan of Treasure games, so I wanted to involve them with this project from the beginning. Personally, I would say this title feels like *Gunstar Heroes* rather than *Alien Soldier*, as the main programmer at Treasure was Mr. Yaiman who produced *Gunstar Heroes*. Still, it may remind you of *Alien Soldier* since the music was composed by Mr. Non who worked on *Alien Soldier*.

P: How did Treasure find it working with a legend such as *Astro Boy*? Was it daunting in that this is, by far, the most well-known property Treasure has ever had a hand in?

H: Originally, this idea came from Ms. Mie Kumagai, the president of Hitmaker. It worked out that as Sega acquired the rights to create games based on the Tezuka universe, a new version of the *Astro Boy* TV animation was being created to celebrate Astro's literal birthday (4/7/2004). This partnership with Tezuka set the wheels in motion for *Astro Boy: Omega Factor*.

Because I am a big fan of Tezuka (as well as Treasure), I have quite a bit of knowledge about his animation, bordering on fanatical. Tezuka Productions was very cooperative throughout the project, so it was very easy to work on *Astro Boy: Omega Factor*. I thoroughly enjoyed it.



P: Why was the decision made to include characters not only from *Astro Boy*, but from the vast universe of Osamu Tezuka's creations? Do you think this will resonate outside of Japan?

H: Osamu Tezuka used his characters as if they were actors, allowing them to make appearances in other titles he produced. As a big fan of Tezuka's works, I wanted to incorporate this convention. I think it is a unique feature that adds to the gameplay experience.

P: In the West, Treasure enjoys a very dedicated, cult, fanbase. How do the fans in Japan react to Treasure-branded games in general?

H: If you call Osamu Tezuka the "God of Manga," you might say that Treasure is the "God of 2-D action games." There is also an established fan base for Treasure in Japan (I consider myself to be one of them). From what I have heard, Treasure classics such as *Alien Soldier* and *Radiant Silver Gun* are selling for more than \$200.

P: Do you enjoy working on the Game Boy Advance more than on the more powerful consoles due to their restrictions, of a kind, on gameplay, i.e. lack of 3-D movement; no camera issues; etc.?

H: I was excited to have an opportunity to create a pure 2D action game, which allowed me to focus on making the game fun. Compared to vintage games such as PONG, the latest 3D games have greatly advanced technology wise, but for me, I don't see a big difference in their appeal. Since it is a GBA title, *Astro Boy: Omega Factor* may not have lush 3D graphics, however, I am confident the nature of the gameplay is just as fun as the latest console game. Play it for yourself and you will see!

P: Anything you'd like to say to your fans in America (who'd really like a sequel to any of the aforementioned games)?

H: *Astro Boy: Omega Factor* is what games are all about!

Prima thanks Okano-san for taking time from his busy schedule to speak with us—thank you, sir!





Epilogue

Buried Treasure

If you've read the interview with Sega Hitmaker (Okano-san of said group taking the mic, so to speak), you'll find that *Astro Boy* on Game Boy Advance is a direct lineal descendant from *Gunstar Heroes*, *Alien Soldier*, and—unmentioned—*Tiny Toons: Buster's Bad Dream*.

Each one of these titles contributed to *Astro Boy: The Omega Factor*'s unique DNA:

Gunstar Heroes

The "all guns blazing," 16-bit legend

Released: 1993 (worldwide)

Format: Sega Genesis

This game started it all for Treasure and is still, more than ten years later, regularly regarded as Treasure's finest work. Astro's basic gameplay springs forth from this title with long, well-designed, levels; brutal boss fights; and a wide array of attack methods blazing the trail for most of Treasure's work to follow. Easily obtainable via eBay even today, this is one game that everyone needs to play.

Alien Soldier

No holds barred, boss-blasting, mania

Released: 1995 (Japan and Europe only)

Format: Sega Genesis

While *Gunstar Heroes* had more than its fair share of boss encounters, *Alien Soldier* is made up almost entirely of madcap, over-the-top, battles with humongous, bristles besmirching, bosses—which is what it contributes to many facets of *Astro Boy*'s design. You'd also recognize the dashing and various attacks as being inspired by this, unreleased in the West, masterpiece.

Tiny Toons: Buster's Bad Dream

Over-the-top, cartoon-flavored, knuckle-busting, action

Released: 2001 (Europe Only)

Format: Game Boy Advance

This unreleased outside of sunny Europe, beat 'em up contributed, almost entirely, to the hand-to-hand combat aspects of *Astro Boy*. If you manage to dig up a copy, you'll find that the actual fisticuffs are virtually directly lifted from the previous work (which we might add is a very good thing). This game, on the whole, is the weakest of the three only because of its highly repetitive (but still fun) nature.

